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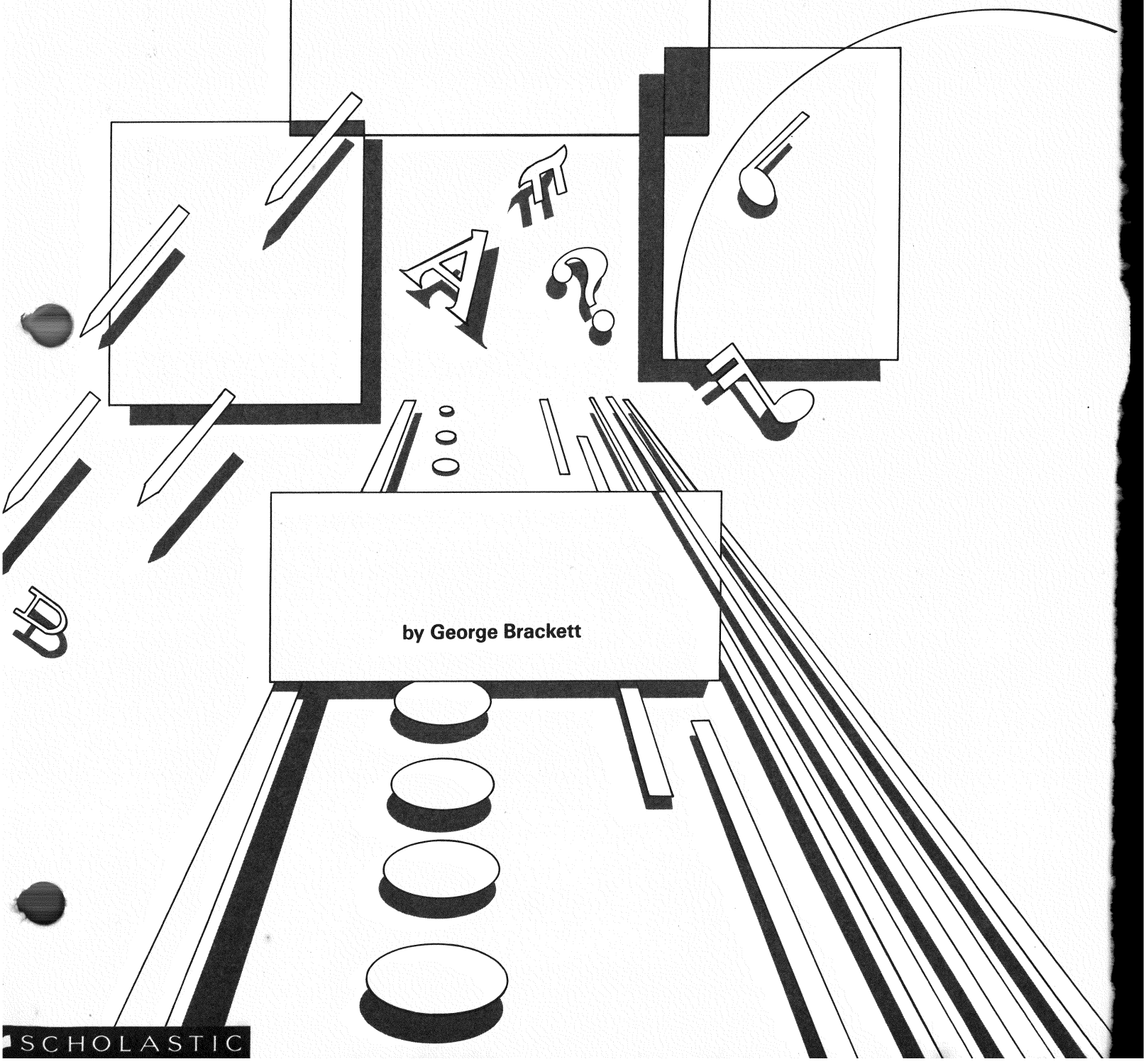
Scholastic

HYPERSCREEN™



by George Brackett

SCHOLASTIC

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INTRODUCTION

About *Scholastic HyperScreen*

When you use Scholastic *HyperScreen*, you are the author, creating visually engaging, lively, interactive multimedia lessons and presentations, databases, stories, and information displays. You'll design your *HyperScreen* creations screen by screen using a wide array of artist's tools, graphic backgrounds, fonts, clip art, and sound. Your screens can appear with special effects including wipes and checkerboard jumbles. You can even control a videodisc player or combine computer graphics, text, and video images on a single screen.

While the program is versatile and includes many sophisticated features, it is not difficult to use. Using the program's pull-down menus, you design your creations step by step. Teachers, computer coordinators, and students in grades 7 through 12 can use *HyperScreen*, but anyone can browse through a *HyperScreen* creation, once complete. *HyperScreen* lessons and presentations can be created for even very young children.

Scholastic *HyperScreen* includes these exciting features:

- On-screen buttons you create to perform a host of actions, such as playing a piece of music, opening a window of text, or branching from screen to screen.
- The option to create Text or Graphic screens.
- Full-color high-resolution graphics and clip art, compatibility with other graphics programs, and the option to create your own clip art and graphic backgrounds.
- A complete set of drawing tools to draw lines, ovals, rectangles, blocks, fill in areas with color, type in a variety of proportional fonts, and copy, flip, and move portions of the screen.
- A built-in text editor, and the ability to use text written with compatible word processors.
- High-quality music and sound effects.
- Special screen effects such as wipe, dissolve, flicker, and fade to black. Use these to simulate simple animation.
- Decorative screen borders.
- A Pioneer LD-V 4200 Laserdisc control built in for interactive video applications.
- On-screen interactive video when used with the Apple Video Overlay card.
- A library of sound clips, full-screen graphic backgrounds, clip art, borders, and fonts, as well as the ability to import these from *Print Shop*®, *Slide Shop*™, *Super Story Tree*™, or *Scholastic Graphic and Sound Booster Packs*™.

With Scholastic *HyperScreen*, you create a collection or *stack* of screens linked together with on-screen buttons. (See Terms, page 9, for a definition of a stack.) You save your stacks on self-booting disks that can be used without the program itself. By

clicking on-screen buttons your users follow a unique path through your *HyperScreen* creation based on choices you've designed. You can set up to fifteen buttons on a screen, selecting from an array of seven button types that perform these different actions:

Link to Screen This button links your user directly to another screen. Suppose you were designing a science lesson called The Solar System, for instance. You could have your user click a button to move on from the title screen.

Link to Stack This button links your user to another collection of screens. In your Solar System lesson, for instance, users could click a button marked Mercury and open a stack of screens taking them on an informational voyage to that planet.

Multi-button This special button activates a series of other buttons in succession. For instance, your user could click a Multi-button marked Mars to play a piece of martian-like music with a Sound/FX button, display a written description of Mars with a Pop-up Text button, then open a full-screen graphic of the planet with a Link to Screen button.

Pop-up Text This button displays a window of text in the center of the screen. You could design a map of the solar system, for instance, and your user could click on a planet to see some statistics about it "pop-up" on the screen. When clicked again, the pop-up text will disappear.

Sound/FX This button plays a sound clip: a piece of music, speech, or sound effect. In your solar system lesson, for instance, your user could click a button to hear a piece of "interplanetary" rock and roll.

Text Entry This button opens up an answer box for your user to type in a response. You decide on the correct response and then choose what screen will appear if the answer is right or wrong. You could query your user about the distance between planets, for instance, then open a screen of hints for the wrong answer and a screen with a new question for the right answer.

Video Control This button connects to a videodisc player, so your users can see a section of video you choose. By clicking a button marked Planet Earth, for instance, your user could see an actual video of the planet viewed from a satellite, with the proper videodisc. With the Apple II Video Overlay card, you can use the Video Control button to show both video images and *HyperScreen* graphics, text, and buttons on the same screen. For your solar system lesson, you could display the planet name and a symbol overlaying a moving video clip of the planet as if you were traveling toward it, viewing the control panel on a space voyage.

Since your *HyperScreen* creations can be run on any computer that meets the hardware requirements without the program disk itself, you can swap lessons, presentations, and databases with other teachers and schools. You can organize your students to design their own stacks alone or in groups. Using *HyperScreen* in this way, students develop problem-solving, information-organizing, and visual-thinking skills as they learn content. Students can exchange their creations as well.

Combine your educational expertise and imagination with the powerful capabilities of this program to create exciting lessons across the curriculum—social studies, math, science, art, music, literature, history, geography. While *HyperScreen* can be used alone, creations in various content areas such as science and technology, and social studies can be enhanced through the use of the *Scholastic Graphics and Sound Booster Packs™.*

Terms

Here are some helpful terms to know as you create with *HyperScreen*.

Button Buttons are areas you design and set on your screen that perform a variety of actions when clicked, such as linking screens, playing a sound effect, or linking to another stack.

Browse When you browse, you play or read through your *HyperScreen* creations by clicking the on-screen buttons. Using the Browse Options box, you choose which screen to begin browsing and other options. (See page 39 for more information on the Browse Options box.)

Click Clicking on an item refers to moving to it with your arrow keys or pointing device and clicking an Action button or a mouse button.

NOTE: In this User's Guide, using the arrow keys on the keyboard and pressing Return, or in some cases the Apple key, will also be referred to as clicking on *an item or button.*

Home Screen The first screen of every stack is automatically named the Home Screen by your program. You can change this name or keep it. Since your creations can become quite complex, the Home Screen can be useful as a home base or starting point.

Home Stack This is the stack you see when you load *HyperScreen*. From the buttons on the Home Screen, you can open other stacks such as the Introduction or Help stacks.

Preview This menu function shows you how your screen will look, including how buttons will function, but all buttons don't fully work as they will when you browse. Use this to check your screens quickly as you design them, without having to leave the design process to browse.

Stack *HyperScreen* organizes your screens together in an ordered collection called a stack. You create the order and organization of your stack with on-screen buttons.

Stack Design Chart Before you begin creating a stack, you may find it useful to draw a chart on paper and decide on your screens and buttons. You can also create a Stack Design Chart on-screen with the *HyperScreen* program, using clip art icons for each button.

Classroom Uses

HyperScreen is a powerful and versatile classroom tool, opening up new and varied ways to create interactive lessons, presentations, and stories. Here are just a few suggestions for its many uses:

- Create a dynamic display of student work from the school year for an open house, with parents clicking buttons to see each student's efforts.
- Have each student create a stack of information on a research topic, and then link these together in a single creation.

- Create instructional materials that branch to different levels of difficulty based on the answers your user gives to questions.
- Create interactive maps that can display information about each item clicked.
- Create history lessons, using real video clips of events.
- Simulate a voyage to another country, time, or planet, using interactive video and sound.

NOTE: You should think of HyperScreen *Stack disks as a new type of teaching resource. For more information and additional classroom applications, see the Teaching Guide.*

NOTE TO SPECIAL EDUCATORS: HyperScreen *contains a Scanner feature which you can turn on to help your special education students read* HyperScreen *creations. Whenever there are choices for the reader to make, the buttons will be outlined one after another. The reader can then make a selection by pressing the Space Bar or clicking the Action button when his choice is outlined. For more information on reading lessons and turning on the Scanner, see Part 3: Browsing through a* HyperScreen *Creation, page 102.*

What You'll Need

To use *HyperScreen* you'll need:

- An Apple *II*e with 128K, IIc, IIc Plus, or IIGS
- A monitor
- At least one disk drive (a second drive is recommended)
- Blank disks for storing your *HyperScreen* creations

Optional:

- Joystick, mouse, or touchpad
- Printer
- Second disk drive
- A Pioneer LD-V 4200 Laserdisc player
- Apple Video Overlay card

What's in the *Scholastic HyperScreen* Package

The *HyperScreen* package includes:

- Disk A (Side 1: *Scholastic HyperScreen* program; Side 2: Introduction)
- Disk B (Side 1: Graphic Backgrounds, Clip Art; Side 2: Fonts, Borders, Sound)
- Sample Stacks disk

- This User's Guide
- Teaching Guide
- Legal Copy disk labels

NOTE: If you are using the 3.5-inch disk version, you will receive one disk only. The 3.5-inch Program Disk contains the HyperScreen *Program, Introduction, Graphic Backgrounds, Clip Art, Fonts, Borders, Sound, and Sample Stacks.*

Making Legal Copies of *Scholastic HyperScreen* Disks

The disks included in the *Scholastic HyperScreen* package are Archival disks. Follow the instructions below for either using the Archival disks for previewing *Scholastic HyperScreen* or for making Legal Copies once you have purchased the program.

For a complete description of your rights and responsibilities in copying disks and using the program, see the Scholastic Software License and Warranty Agreement included in your *Scholastic HyperScreen* package. Scholastic also encourages schools to read, discuss, and distribute copies of the ETHICS STATEMENT included as an appendix at the end of this manual.

The disks in this package are fully protected by copyright law. It is against the law to copy or in any way duplicate the disks or any portion of the program except under the terms expressly stated in these instructions and in Scholastic's Software License and Warranty Agreement.

If You are Previewing *Scholastic HyperScreen*

The 5.25-inch Archival disks are write protected to prevent damage or changes to their contents. Because *Scholastic HyperScreen* must write printer setup information back to the disk, you are permitted (despite the restrictions stated in Section 3 of the Software License and Limited Warranty Agreement for Noncopy-protected Software Published by Scholastic Inc.) to make a temporary Legal Copy of the 5.25-inch program disk when previewing *Scholastic HyperScreen*. This temporary Legal Copy must be erased at the end of the 30-day preview period if you decide not to purchase the program.

NOTE: If you have purchased the 3.5-inch version of this program, the same policies apply.

Once You Have Purchased *Scholastic HyperScreen*

Once you have purchased the package, you must make a Legal Copy of each Archival disk. You may not use the Archival disks for running the program. Use the Legal Copies instead.

To make Legal Copies of the Archival Disks, follow these instructions:

1. Use any standard copy program or function to copy the entire contents of each Archival disk onto one blank disk. If you are copying the Apple version of the program, use the Duplicate Disk function of your ProDOS® System Disk or a commercial disk copying program.

NOTE: Be sure to copy the complete contents of each disk. If the label on the Archival Disk indicates that it is double-sided, be sure to copy both sides. Do not change any directory or file names.

2. Your package includes Legal Copy disk labels. Use a soft-tipped marker to write the serial number from the enclosed Software License and Warranty Agreement in the space provided on each disk label.
3. Affix the appropriate Legal Copy disk label to each of the copies that you created in Step 1.
4. Store the Archival Disks in a safe place with a copy of the Software License and Warranty Agreement.

If a Legal Copy becomes damaged or defective, first try recopying the program from the Archival disk to the Legal Copy disk. If the program still does not work, the Legal Copy disk medium itself may be defective. In this case, copy the Program from the Archival disk to another disk as a temporary legal copy. Then send the defective Legal Copy disk to Scholastic at the address below for a free replacement. When you receive the replacement, erase the temporary legal copy that you made.

If an Archival disk is damaged or defective, send it to Scholastic at the following address for a free replacement:

Scholastic Software
Scholastic Inc.
P.O. Box 7502
2391 E. McCarty St.
Jefferson City, MO 65102

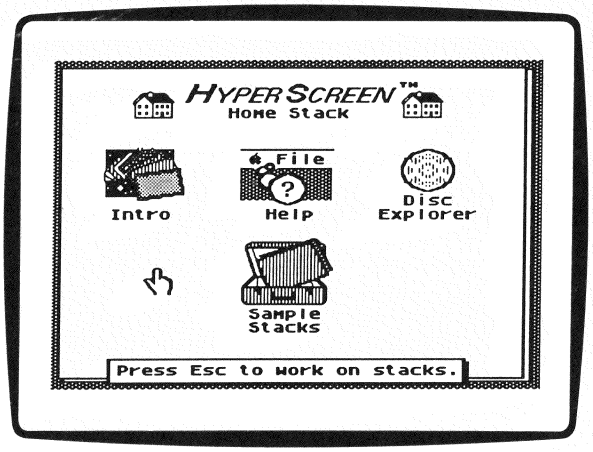
In Canada
Software from Scholastic
123 Newkirk Road
Richmond Hill, Ontario
Canada L4C 3GS

ProDOS is a registered trademark of Apple Computer, Inc.

Loading the Program

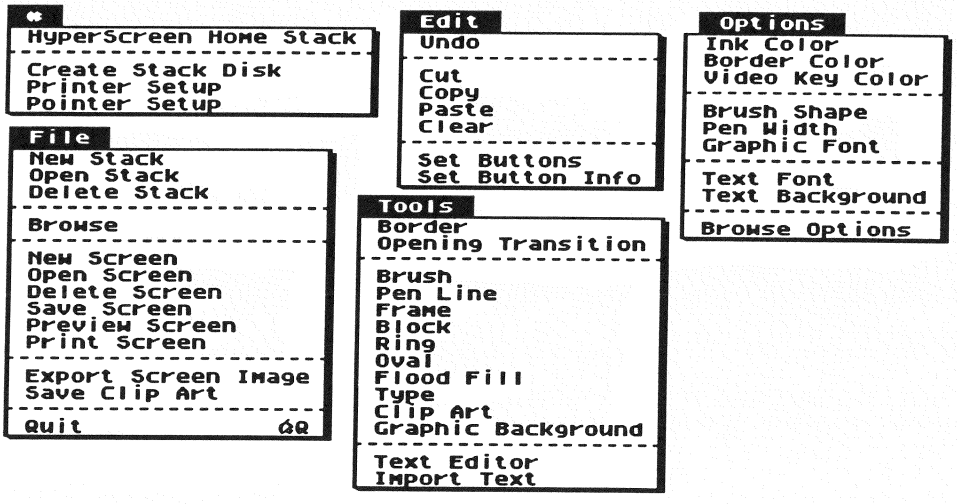
To load the *HyperScreen* program, follow these instructions:

1. Insert the *HyperScreen* program disk (Disk A) with the label facing up (Side 1) in Drive 1 and close the disk drive door.
2. Turn on your monitor and computer. If the computer is already on, press the Control, Open Apple, and Reset keys at the same time.
3. In a few seconds you will see the title screen. After the title screen, the home screen of the Home Stack will appear. You can click on any of the on-screen buttons of the Home Stack or press Esc to begin using the features of the menu bar.



Working With *HyperScreen*

The Apple icon and the File, Edit, Tools, and Options headings at the top of the screen make up the *HyperScreen* menu bar. Each menu pulls down.



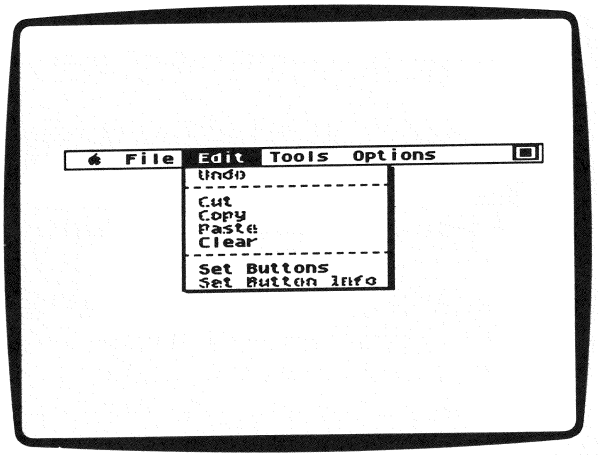
HyperScreen works with the keyboard, joystick, mouse, or touchpad. Though each works slightly differently, you can make selections in these two basic ways:

Keyboard: Use the Left or Right Arrow key (← →) to highlight the headings at the top of the screen. A pull-down menu will automatically open below the heading. To select a menu item, use the Up or Down Arrow key (↑ ↓) to highlight it, then press Return.

Pointing device: Use your pointing device to point to a heading at the top of the screen. Then click the button on your mouse, joystick, or touchpad to open the pull-down menu below it. (The button on your mouse, joystick or touchpad is called the Action button). To select a menu item, point to the item and click (press and release) the Action button.

NOTE: As you work, you can make the menu bar disappear at any time by pressing the Space Bar. Press any key to make it return.

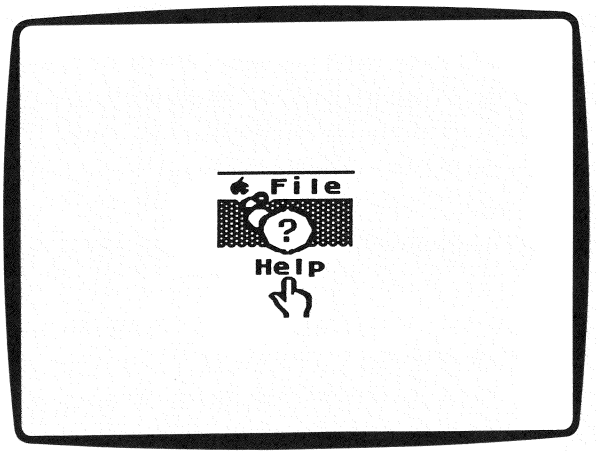
At any point in the program, the active menus and menu items will appear in boldface on your screen. Inactive items will appear in dimmed type.



NOTE: In this User's Guide, highlighting an item and then pressing Return or clicking your pointer device is often referred to as "selecting" an item. Moving to an item or button with your pointer device and then pushing the Action button, mouse, or pressing Return (or in some cases the Apple key) is referred to as "clicking."

Getting Help

You can always browse through the Help stack to find information you need. Select *HyperScreen* Home Stack from the menu bar, then click on the Help Stack button.



The Help Stack displays a graphic of the menu bar. Click on the menu you wish to read about and a sample menu will appear. Then just click on the item you want.

If you can't find the information you need in the Help Stack, consult the appropriate section of the Reference Guide for help.

Creating a Stack Disk

You can save your *HyperScreen* creations on special Stack disks. These Stack disks are formatted disks that are self-booting. Once you create a Stack disk you will not need the program disk to use your creations.

Follow these steps to create a Stack disk:

1. Select Create Stack disk from the APPLE MENU.
2. A menu will appear asking you in which drive you want to create your Stack disk. If you have two disk drives, select Drive 2. With one disk drive, select Drive 1.
3. The program will prompt you to insert a blank disk in the drive you selected. After you insert the blank disk, press Return (keyboard) or click OK (joystick or mouse).

NOTE: Notice the carriage return symbol (↵) next to OK. This means you can either press the Return key or click the OK button.

If you have inserted a disk which is not blank, the program will ask if you are sure you wish to copy over the information on the disk. If you do not wish to erase the contents of the disk, press Esc or click Cancel. If you don't mind erasing the disk, press Return or click OK to begin creating a Stack disk.

4. The program will format your new Stack disk. After the disk has been formatted, you will be asked to insert a current Stack disk or Side 2 of the program disk. The first time you create a Stack disk you will need to use Side 2 of the program disk. After that, you can use Side 2 of the program disk, or any existing Stack disk. Follow the appropriate on-screen instructions for your choice.

NOTE: If you are using the 3.5-inch version, you do not need to insert a current Stack disk or Side B as described above. But if you only have one disk drive, you will need to swap disks between the program disk and your Stack disk.

5. The program will copy files from the existing Stack disk onto your new Stack disk. You will see the message "Cleaning Up" and the menu bar will appear. The disk is now ready to use as a Stack disk.

NOTE: If you have one disk drive, you will need to swap disks several times. Each time the program asks for the new Stack disk, insert the disk you are creating. Each time the program asks for Side 2 of the HyperScreen *Program disk, insert it (or any other existing Stack disk).*

Saving Your Work on a ProDOS Disk

Whenever possible, save your creations on a Stack disk. Stack disks are self-booting, and the *HyperScreen* program automatically checks for a Stack disk when saving or loading screens. If you need extra room on your disk, and you do not need your creation to be self-booting, you can save it on any ProDOS formatted disk. You can then browse through the stack by selecting Browse from the FILE MENU. (See Browsing Through a Stack From the Menu Bar, page 23, in the Reference Guide.)

Formatting a ProDOS Disk

Follow these steps to create a ProDOS formatted data disk:

1. Open the APPLE MENU and select Create Stack Disk.
2. Indicate which slot and disk drive you are using at the prompt.
3. Insert a blank disk into the drive you selected in Step 2 and press Return or click OK.
4. The program will format your data disk and title it STACKDATADISK. When the program asks you to insert Side 2 of the *HyperScreen* program disk, press Esc or click cancel to end the procedure and return to the menu bar.

Your data disk is now ready to use.

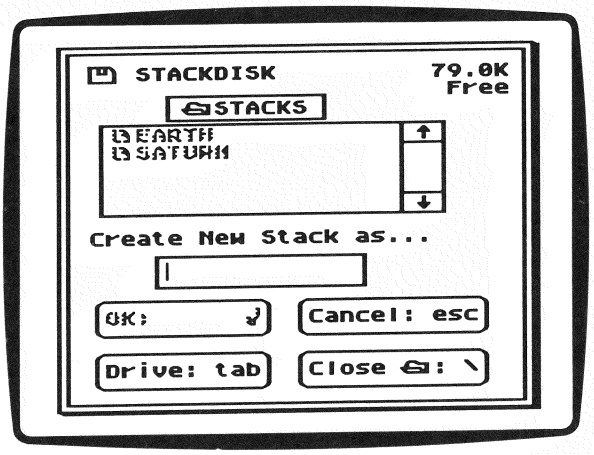
NOTE: Whenever possible, use Stack disks to store your HyperScreen *creations.*

Starting a New Stack

To begin a New Stack, select New Stack from the FILE MENU on the menu bar.

You will be prompted to insert a Stack disk. If the disk you wish to save your stack on is not in the drive, insert it.

This Disk Menu box will appear:



Type in the name for your new stack at the cursor and click OK or press Return. (For more details on using the Disk Menu box, see page 28 of the Reference Guide. For more about selecting New Stack, see page 35.)

The Text or Graphic Screen box will appear under the title Home Screen. The next step will be to choose a Text or Graphic screen.

Choosing a Text or Graphic Screen

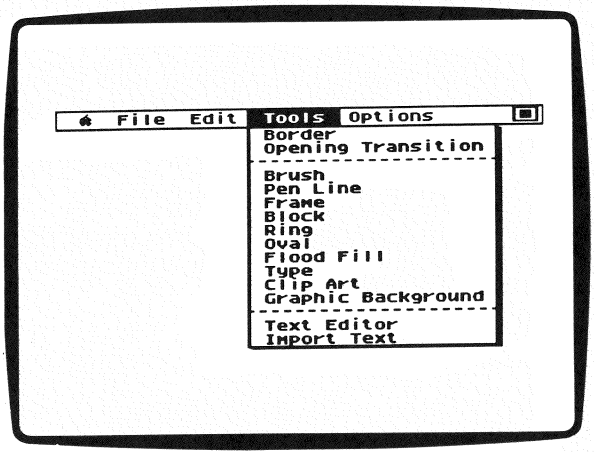
You can create two types of screens in your *HyperScreen* stacks: Text screens and Graphic screens. Text screens use less disk space than Graphic screens. Different tools on the TOOLS MENU are available for each.

With both Text and Graphic screens, you use any of *HyperScreen's* decorative borders, opening transitions, and the full range of on-screen buttons.

- With Text screens you can use several text fonts and the Text Editor, a built-in word processor. You can import blocks of text written with compatible word processors using the Import Text feature. Text screens can also include curved button boxes, and on-screen arrows created with designated keys. Choose a Text screen when you wish to use only text and to save disk space. This can be very important when creating a complex stack with many screens.
- With Graphic screens, you can use the complete set of *HyperScreen* drawing tools and a variety of graphic type fonts. You can also select from *HyperScreen's* library of full-screen graphic backgrounds and clip art. Choose a Graphic screen when you wish to use these graphics and tools.

You can combine both Text and Graphic screens in the same stack.

Once you choose your screen type, the new empty Home Screen will be automatically saved. This helps keep your screens in order in your stack. The menu bar will appear with the TOOLS MENU pulled down.



The menu is divided into three sections. The first section contains tools available for both Text and Graphic screens. The second section contains tools available only with Graphic screens. The third section contains features available only when creating Text screens. Items you cannot use after you have chosen a screen type will appear dimmed. (See The TOOLS MENU, on page 74 of the Reference Guide for more detailed information.)

HYPERSCREEN QUICK GUIDE

Overview

You might want to begin using *HyperScreen* by browsing through the Intro stack on the *HyperScreen* Home Stack. This will give you an overview of *HyperScreen's* features. Click on the Intro icon. Press Esc when you are done browsing to return to the menu bar.

In addition, the Tutorial on page 104 gives step-by-step instructions for creating an interactive presentation. This is an excellent way to learn how to create *HyperScreen* stacks.

Designing your own stack requires these basic steps:

1. Begin at the Home Screen. Choose a Text or Graphic screen.
2. Design your screen using the diverse fonts, clip art, graphics, borders, opening transitions, and drawing tools available with HyperScreen.
3. Set your buttons and complete button information.
4. Preview, edit your work, and then save your screen.
5. Continue making screens you linked to or new screens. When you finish your creation, save and browse through it to see how it works as a whole.

Designing *HyperScreen* Creations

If you would like to begin by creating your own stack, follow the instructions below:

Create a Stack Disk

1. Load the *HyperScreen* program (Disk A, Side 1).
2. Select Create Stack Disk from the APPLE MENU.
3. Follow the instructions that appear on the screen to create a Stack disk.

Begin a New Stack

1. Insert a Stack disk in a disk drive.
2. Select New Stack from the FILE MENU.
3. Enter a name for your stack.
4. Choose whether to make your home screen a Text or Graphic screen.

REMEMBER: A Text screen can contain text, a border, opening transition, and the full range of buttons, and a Graphic screen can contain text, a border, opening transition, buttons, clip art, and graphic backgrounds. Text screens take up less space than Graphic screens. If you are creating a complex stack, choose Text screens whenever possible.

5. The Home Screen will open.
6. Use the TOOLS MENU to create the screen. The menu items you can use for your Text or Graphic screen, the active menu items, will appear in bold text. (You can make the menu bar disappear as you work by pressing the Space Bar. Press Esc and it will return.)

Before you select graphic or sound options, or a font from the disk, make sure the appropriate disk and the appropriate side of the disk containing Graphic Backgrounds, Clip Art, Fonts, Borders, and Sound, is inserted in a drive.

The OPTIONS MENU contains special features. With the OPTIONS MENU, you can set the brush shape or graphic font, for instance. The Ink Color, Brush Shape, Pen Width, and Graphic Font options can also be called up with control keys while using the graphic tools. This eliminates the step of pressing Esc and moving to the OPTIONS MENU to make changes. While using a graphic tool, press Esc to move to the menu. Press Esc again to return to the place from which you escaped. See page 93 for more on the OPTIONS MENU. You can also click onto the OPTIONS MENU on the Help Stack from the *HyperScreen* Home Stack to see a list of control keys.

You can use the EDIT MENU to clear the screen, copy and paste art, or undo mistakes.

7. Use Opening Transition from the TOOLS MENU to set a visual effect for a screen. You can choose from a variety of effects such as Dissolve, Flicker or Fade to Black.
8. Use Set Button from the EDIT MENU to create your buttons. Select Set Buttons. Then read the following section.

Set Buttons

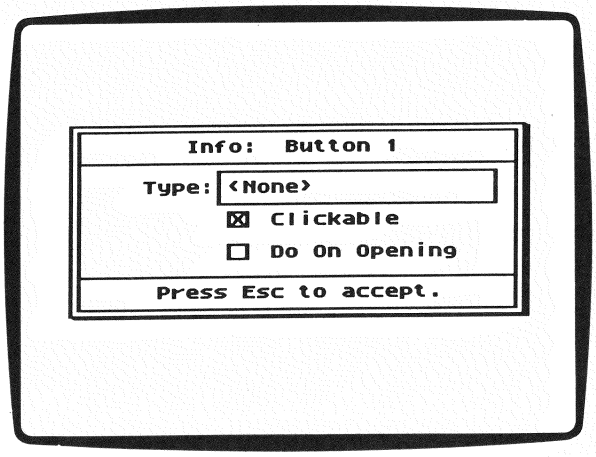
After you've visually designed your screen, you'll set buttons in place and choose your button types.

Select Set Buttons from the EDIT MENU. With the cursor, draw a box on the screen where you want to place your button. Your button location will be shown by a dotted outline frame. Clicking anywhere on the button produces an unbroken outlined frame with a small block in the lower right corner. You can "drag" from anywhere inside this frame with your pointing device to move your button location. Click on and drag (move) the small block in the corner (the handle) to size your button.

To choose your button type and fill in the information for its action, press Esc and return to the menu bar. Then select Set Button Info from the EDIT MENU. Your buttons appear as dotted outlined frames. Click onto the button you want to set.

NOTE: You can also set your button information without returning to the menu by clicking it and then pressing Ctrl-I or the Tab key.

A Button Info box will appear on your screen. The button number at the top indicates the button in the order it was created. By clicking on the outlined box around the word <None> that appears next to "Type:" you can scroll through a list of button types and make your choice.



Button Types

Link to Screen
With this button, your user will move directly to another screen that you choose.

Once you choose a Link to Screen button, this selection will appear in your button information box. Now by clicking <None> that appears next to "Screen:" in your Button Info box, you can scroll through a list of screens and make your choice.

Link to Stack
With this button, your user will move to a stack that you choose.

Once you select this type of button, follow the above procedure, but choose from the list of stacks that appears. Be sure the stack you want to link to is in a drive.

Multi-button
With this button, your user activates a series of other buttons in the order you choose.

Click <None> next to "Buttons:" in the Button Info box. Then type the button numbers according to your desired order in the Multi-button List box, separated by commas.

Pop-up Text
With this button, text of your choice will appear in a window in the center of your screen.

After you select this button, click on <None> next to "Text:" and type in the text you wish to appear in the Pop-up box.

Sound/FX
With this button, your user will hear a selected sound clip.

After you choose this type of button, place the disk with your sound clip in a drive. Click the <None> next to "Effect:" on the Button Info box. Then select your sound from the Disk Menu box that appears.

Text Entry

With this button, you can create and size a Text Entry box. Then, depending on the response the user types in, one of two screens you select and design will appear.

After you choose this type of button, click on the box next to "Match Pattern:". A box to type in your matching text will appear. Type in your matching text entry and press Return.

The program will check your matching pattern against the text entered by the user and branch to one screen on a match and another on a no-match (the screens could actually be the same). The matching text can be a single word, but a simple code allows you to specify a more complicated match pattern (see page 68 for instructions) .

Select which screen to open if your user's response matches (If "Yes:") or not (If "No:") by clicking the <None> data next to these options on the Button Info box.

Set your entry blank by selecting Set Entry Blank from the Button Info box. A text line-high cursor box will appear on your screen. Position and size the entry blank as you do buttons. When clicked, the Text Entry box will place the cursor in the location you've set.

Video Control Button

Choose this button to control a videodisc player and play a preselected portion of a videodisc.

After selecting a video control button, you need to identify a port and type in a command by clicking or pressing Return next to "Port:" and "Command:" on the Button Info box. See page 73 for more detailed information on this button.

Do On Opening Buttons and Clickable Buttons

By clicking the check box next to Do On Opening on the Button Info box, you can choose to make any button an opening button. This means that this button will automatically go into action when the screen appears. You can only have one opening button per screen. By designating an opening button, you could have music play when the screen changes, or have the Text Entry box appear automatically so your user knows to type in the answer without clicking on a button.

You can make a button non-clickable by clicking the check box next to Clickable to clear the X inside. You might want to make opening or Multi-buttons non-clickable so your users can't click them on their own.

Preview Your Screen

Select Preview Screen from the FILE MENU to view your screen. You can click buttons, but Link to Screen, Link to Stack, and Text Entry buttons will show the link rather than do it. You can toggle between showing and hiding buttons by pressing B. You can also turn off sound on your on-screen buttons, choose to show buttons, or use

the scanner by selecting these from the Browse Options item on the OPTIONS MENU before previewing your screen.

Save a Screen

You must save your screen when you have finished working on it, or after you make any changes or additions to it (including changing a screen link). Follow the steps below to save your screen:

1. Make sure the Stack disk is inserted in the drive.
2. Select Save Screen from the FILE MENU. Exit the name of the screen if you like. Press Return or click OK to save this page of your stack.

Continue Creating Your Stack

Begin the second screen by selecting Open Screen from the FILE MENU. Select the screen you want to work on. Your choice will include any of the screens you named as links in your buttons. You can also select New Screen to begin an entirely new screen that is not yet linked to any others. Then repeat the steps for designing, setting buttons, and saving for each screen in your stack.

When you are done, select the Browse option from the FILE MENU if you wish to browse through the stack.

Browsing Through a Stack From the Menu Bar

Browsing through a stack from *HyperScreen's* menu bar is useful if you want to test your stack while you are designing it. To do this:

1. If you are not already working on the stack you want to browse through, choose Open Stack from the FILE MENU. Then select the stack you want to browse through from the Disk Menu box.
2. Before selecting Browse, you can set browse options by selecting Browse Options from the OPTIONS MENU. You can choose to turn sound on or off, show (outline) or hide your buttons, or turn the scanner on or off.
3. Now select Browse from the FILE MENU. If you have not selected other options, you will begin at the first screen, with sound, without buttons showing, and without the Scanner feature. Click the on-screen buttons to browse through your stack.
4. Press Esc while browsing to have the Browse Options box appear. You can change the controls or select the screen at which you want to begin. To return to the menu bar, click Cancel or just press Esc again.

NOTE: Remember, you can always reach the Browse Options box as you browse by pressing Esc. To continue browsing after selecting from the Browse Options box, be sure to click the circle on Begin at: (◉) This Screen. Press Esc again to stop browsing and return to the menu bar.

You can also browse through a stack you have created and saved onto a Stack disk simply by inserting that disk into your computer and turning the computer on. You can also use a program selector to run the program STACK.SYSTEM on the Stack disk.

For additional ease in browsing, you can press a single key for these functions.

Press:	**To:**
B	Show clickable buttons in an outline on screen. Hide outline by pressing again.
arrow keys	Move the pointer hand if a mouse is attached, but not if a joystick or touchpad is attached. Move the pointer hand from one button to the next in button number order, if no pointing device is attached.
spacebar	Toggle between one-pixel long and ten pixel long jumps of the pointer hand across the screen, when using the arrow keys to move.
<	Back up to the last screen you viewed, all the way back to where you began browsing at the current stack.

REFERENCE GUIDE

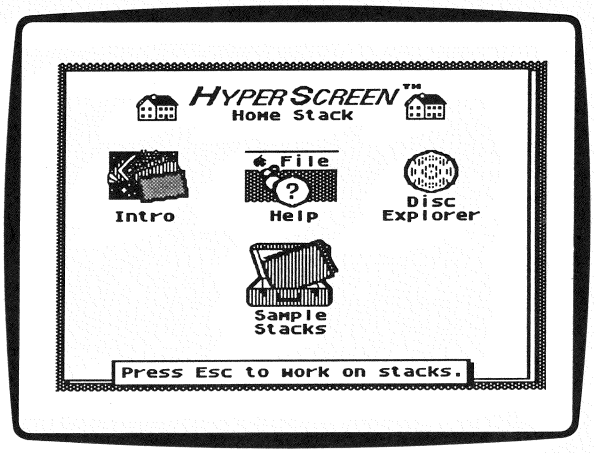
This Reference Guide contains detailed instructions for using each feature of *HyperScreen*. It also contains instructions for designing screens, using buttons, and creating stacks with *HyperScreen's* special features.

The quickest way to familiarize yourself with the program is to go through the Getting Started section at the beginning of this User's Guide. That section contains information on loading the program and creating Stack disks, as well as a Quick Guide outlining the basic steps in *HyperScreen* creation. You may also want to work through the Tutorial on page 104 which leads you step-by-step through designing a sample stack. Then, for detailed instructions on using any of the features in the program, refer to this Reference Guide.

PART 1: WORKING WITH HYPERSCREEN

The *HyperScreen* Home Stack

When you load the *HyperScreen* program (see Loading the Program, page 13), after the title screen, you will see this Home Screen of the Home Stack.



On the Home Screen the buttons are labelled icons designating stacks you can browse through. Move the pointer hand with your joystick, mouse, touchpad, or arrow keys to the button you choose. Click on the stack you wish to see by pressing and releasing the Action button on your joystick, mouse, or touchpad, or pressing the Return key.

NOTE: In this Reference Guide, clicking on a button or item refers to both these methods:

Keyboard: Move the pointer (hand or arrow) to an item or button using the arrow keys and then press the Return key. In some cases, as noted, you will use an Apple key instead of the Return key.

Joystick, mouse, or touchpad: Move the pointer (hand or arrow) to an item or button with your pointer device and then press and release the Action button.

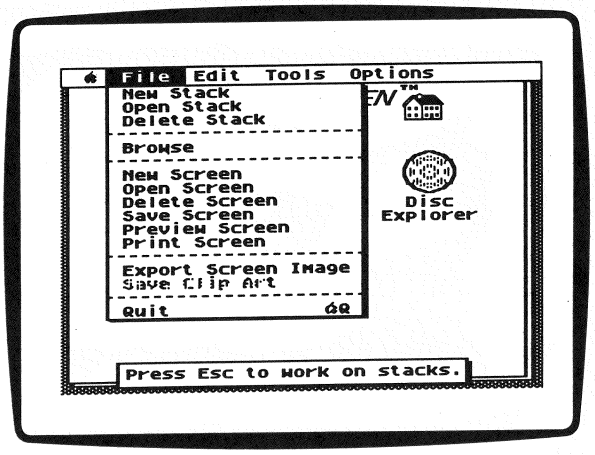
By clicking buttons on the built-in Home Stack, you can browse through an introduction to *HyperScreen* or the Help Stack.

Press Esc to bring the menu bar into view. See Opening Menus and Selecting Menu Items below for more about using the menu bar. To make the menu bar disappear as you work, press the Space Bar. Press any key to bring it back into view.

You can reach the Home Stack again at any time by selecting *HyperScreen* Home Stack from the APPLE MENU (see page 31). You can also browse through the Home Stack after bringing the menu bar to your screen by selecting Browse from the FILE MENU. For more detailed information on browsing through stacks, see page 35 of this Reference Guide.

Opening Menus and Selecting Menu Items

When you bring the menu bar into view the FILE MENU will automatically be opened. You'll see a pointer arrow instead of a pointer hand on your screen. Your screen will look like this:



The Apple icon and the headings at the top of the screen comprise the *HyperScreen* menu bar. Each menu heading is a pull-down menu. Choose the pull-down menu you wish to use by using the Left or Right Arrow keys (← →) or by pointing to the menu heading and clicking to open the menu. Items that appear dimmed cannot be used at that time.

To select an item from a pull-down menu:

Keyboard: Use the Up or Down Arrow key (↑ ↓) to highlight a menu item. Then press the Return key.

Joystick, mouse, or touchpad: Point to a menu item and click (press and release) the Action button.

How to Get Help

The *HyperScreen* program contains a built-in Help Stack with information on each menu item. To browse through this stack, select the *HyperScreen* Home Stack from the APPLE MENU. Then click the Help button on your screen. You will see a graphic of the menu bar. Click the heading for the menu containing the item you want. The menu will open, just as if you were using the menu bar. Now click any item and information about it will appear.

IMPORTANT: If you are working on a screen, you will be warned to save it before you select the HyperScreen *Home Stack (or browse through any stack); otherwise, any new work you've done will be lost. (See Save Screen, page 45.)*

If you can't find the the information you seek in the Help stack, consult the appropriate section of this Reference Guide.

Escape

Press the Escape key (Esc) to return to the menu bar, reach the Browse Options menu while browsing, or to cancel an option. If you press Esc to return to the menu bar while using any graphic tool or the Text Editor, you can return to the point you escaped from by pressing Esc again. Using a mouse or joystick, you can escape in these additional ways:

- Whenever a pointer cursor is on screen, place the pointer in the the extreme upper right-hand corner of the screen and leave it there for a few seconds.
- When a submenu is on the screen, click anywhere outside the menu. You can also click the Cancel button within the menu.

Using *HyperScreen* With Other Disks

The wide array of graphics, sounds, and fonts you can use with *HyperScreen* are not stored on the *HyperScreen* Program disk. To use the program with the other disks you'll need, follow the guidelines below.

Once you've loaded the *HyperScreen* program, you don't need to keep the Program disk in the drive to use most tools and menu features.

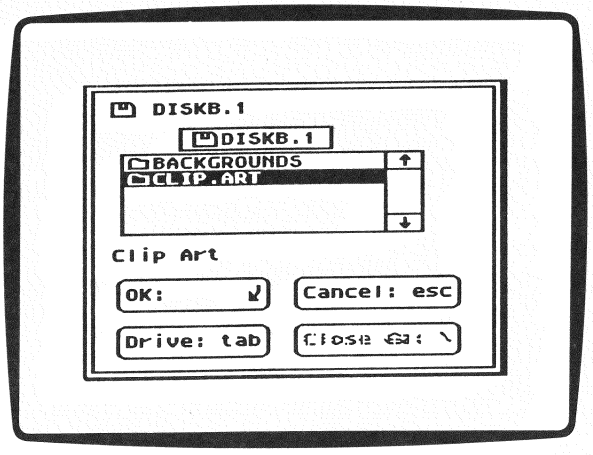
You will need to insert the program disk to create a Stack disk, set printer options, print a screen, or browse through the *HyperScreen* Home Stack.

Removing the program disk will free your drive(s) for Graphics and Sound disks, Stack disks, or other data disks.

Each time you select a *HyperScreen* option requiring information stored on another disk, for example a border, sound, or a piece of clip art, you will see a Disk Menu box.

The Disk Menu Box

The Disk Menu box tells you what disk is in the drive in current use and what is stored on that disk.



The top line of the Disk Menu box shows the name of the disk in use. The window below lists the files or folders you can select from. (Files are often stored in folders.) To scroll through the list, use the arrow keys or click on the arrows to the right of the window. To make a selection, press Return after a file has been highlighted or click the file or folder you want to open. When you select a folder, the list of files in that folder will appear in the window.

The rectangle above the window displays the disk name until you open a folder. When you open a folder, the disk name in the rectangle is replaced by the folder name, preceded by the Open Folder icon ( ). The Open Folder icon tells you that the window contains only those files stored in that folder (not necessarily all the files on the disk).

Below the window, you'll see the name of the item you selected from the *HyperScreen* pull-down menu. This tells you what the program is looking for. For example, Clip Art tells you the program is looking for Clip Art files. While all folders on a disk will appear in the window, the program will only list files of the type being loaded. In other words, if you select the Clip Art option from the TOOLS MENU, the program will only list Clip Art files, even though there are graphic backgrounds on the disk. If there are no files of the selected type in the disk or open folder, you'll still see the disk name at the top and the file type you selected below, but no files will be listed.

To use the Disk Menu box, follow these steps:

- To scroll through the list of files or folders, use the arrow keys (keyboard) or click the arrows to the right of the window (joystick or mouse).
- To open a folder, highlight that folder, then press Return (keyboard) or click on OK at the bottom of the menu box (joystick or mouse). The list of files in that folder will appear in the window. An Open Folder icon and the folder name will replace the disk name in the rectangle above the window.

REMEMBER: The open folder icon tells you that the window contains only those files stored in that folder, not necessarily all files on the disk.

- To choose a file, highlight the file you want, then press Return (keyboard) or click OK (joystick or mouse).
- To close a folder, press the \ key (keyboard) or click Close (joystick or mouse).
- To change drives, press Tab (keyboard) or click Drive (joystick or mouse).
- To return to the menu bar, press Esc (keyboard) or click Cancel (joystick or mouse).

Locating a File

When you open a folder, it will list only the files in that folder. If you select Clip Art from the TOOLS MENU, for example, and the Clip Art folder does not appear in the menu, you may not have the disk containing Clip Art in the drive. If you can't find the file you want, follow the steps below:

1. Make sure the correct graphic, clip art, fonts, borders, and sound, or Stack disk is in a disk drive.
2. Make sure the program is reading the disk drive containing the disk you wish to use. (If the program is not reading the correct drive, press Tab or click on Drive to change drives.)

The *HyperScreen* Menu Bar

The *HyperScreen* menu bar contains five pull-down menus:

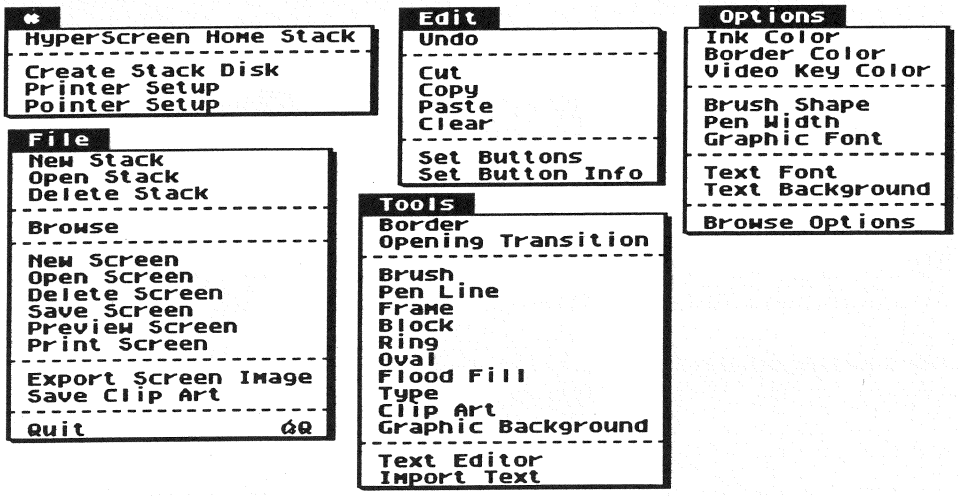
APPLE MENU Use this to browse through the *HyperScreen* Home Stack, create a Stack disk, set up your printer, or choose a pointing device.

FILE MENU Use this to create, open, delete or browse through a stack. Use this menu also to begin, open, delete, save, preview or print your screens. Using this menu you can also export a screen image as a picture file, save clip art, or quit the program to ProDOS.

EDIT MENU Use this to undo mistakes or clear the screen. You can also use the Cut, Copy, and Paste options on your Graphic screens. Use this menu, also, to set buttons and button information on your screens.

TOOLS MENU Use this to select *HyperScreen's* drawing tools, graphic and text editing features while creating screens. Import text and graphics or clip art with this menu. Use this menu also to select borders and transitional effects for your screens.

OPTIONS MENU use this to select ink, border, and video key colors (see page 95 for details about video key color). You can set the brush width, pen width, and graphic font from this menu for use with *HyperScreen's* tools. You can also select a background color and font for your text screens, or set options for browsing through stacks.



The APPLE MENU

The APPLE MENU contains four items: *HyperScreen* Home Stack, Create Stack Disk, Printer Setup, and Pointer Setup.

HyperScreen Home Stack

Select this to browse through the Introduction or Help Stack. Click on the button for the stack you wish to see. (For more about the *HyperScreen* Home Stack, see page 13.)

To use to the menu bar, press Esc.

You can browse through this stack again once the menu bar is in view by selecting Browse from the FILE MENU. If you press Esc after choosing browse, you'll see the Browse Options menu. (For more information on Browse Options, see page 39.) Press Esc again to bring the menu bar back.

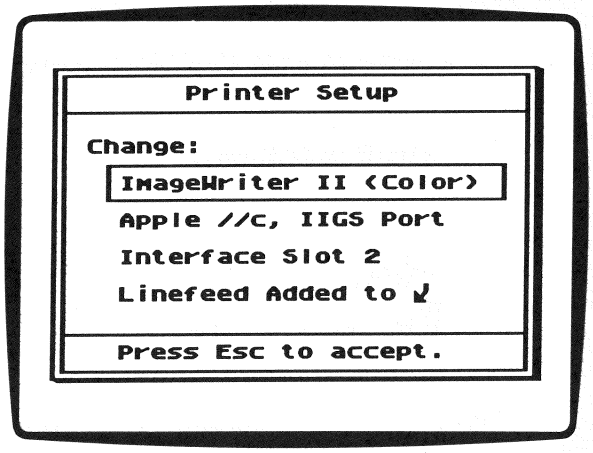
Create Stack Disk

Select this to create a Stack disk. Stack disks are specially formatted *HyperScreen* data disks that you use for saving your stacks. Stack disks are self-booting. This means that when you have finished your stack(s), you can load the Stack disk directly into a computer and browse through a stack without using the *HyperScreen* program disk.

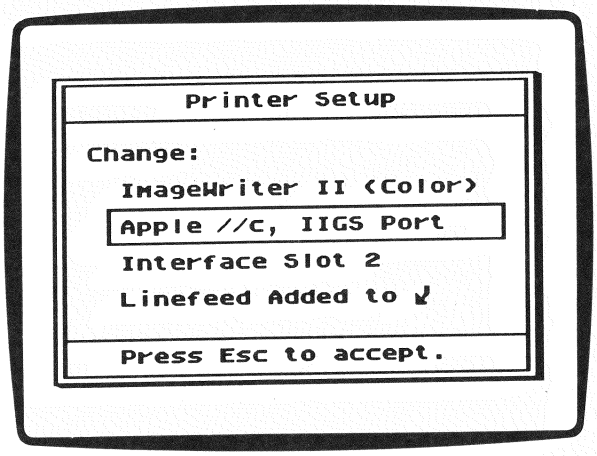
To create a Stack disk, see Creating a Stack Disk in the Getting Started section of this User's Guide.

Printer Setup

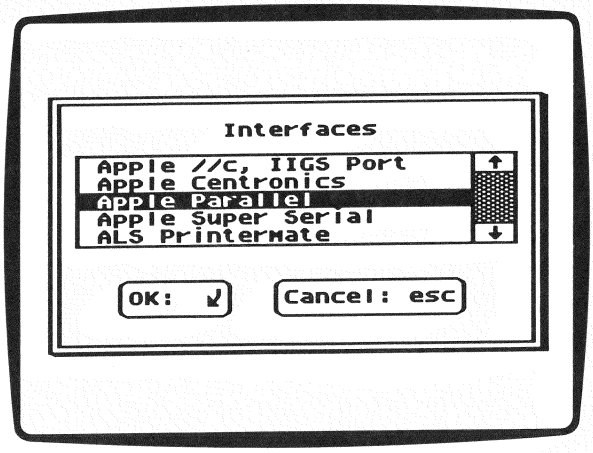
Select this from the APPLE MENU to set the printer setup for your computer. The Printer Setup menu will appear on your screen:



To change the printer, interface, or interface slot, move the outlined box over the item you want to change and press Return, or click the item. When the item is selected, a menu will appear listing the various options available. Select the item that matches your printer setup. The item you choose will replace the old information on the Printer Setup menu. For example, to change the interface from Apple IIc, IIGS Port to Apple Parallel, move the outlined box over Apple IIc, IIGS Port and press Return (keyboard) or click Apple IIc, IIGS Port (joystick or mouse).



The Interfaces menu will open. Now select Apple Parallel.



Apple Parallel will appear on the Printer Setup menu.

IMPORTANT: HyperScreen *has been tested with the printers and interface cards listed on the Printer Setup menus. If your printer or interface card is not on the list, experiment with the ones that are listed. If this doesn't work, you will need to find another system to print your screens. If another system isn't available, save your screen as a screen image by selecting Export Screen Image at the FILE MENU. Then use a print utility to print the image. Or, load the image into any compatible graphics program that can print standard single hi-res graphics. (See Using* HyperScreen *with Other Graphics Programs and Utilities, page 89, in this Reference Guide.)*

The last item on the Printer Setup menu determines whether the program will add a linefeed at the end of each line as it prints. Selecting this item toggles between linefeed and no linefeed. If you're not sure whether to turn linefeed on or off, print a sample screen (see Print Screen, page 48). If the screen looks correct, leave the setting as it is. If the lines are printing over each other, you'll have to turn the linefeed on. If you notice extra blank lines in your printout, turn the linefeed off.

When you're satisfied with the printer setup, press Esc to return to the menu bar. You'll see the prompt, "Saving Printer Setup..." on your screen. Any changes you made will be saved on your program disk. You won't have to repeat this process unless you want to change the printer setup.

Pointer Setup

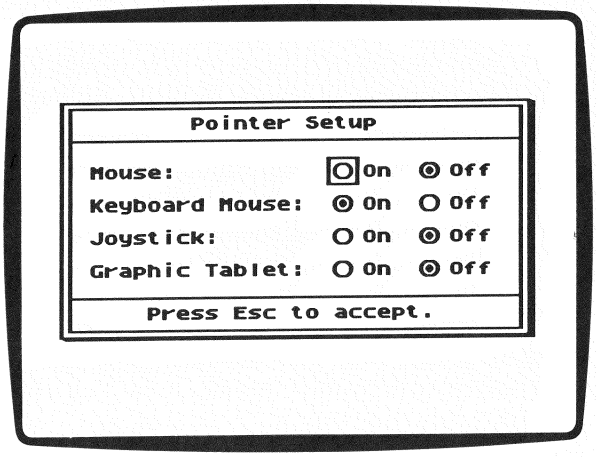
Select Pointer Setup from the APPLE MENU to choose whether you wish to use a mouse, keyboard mouse, joystick, or graphic tablet with *HyperScreen*.

When you load *HyperScreen*, the program automatically activates any pointing device you have properly attached to your computer. The keyboard is always active, whether or not you have a pointing device attached. This means you can always use the arrow keys to move the highlight bar and the Return key to make selections. However, to use the arrow keys with the drawing tools or buttons the Keyboard Mouse option (using the keyboard as a mouse) must be turned on. The Keyboard Mouse is automatically turned on if you don't have a joystick or touchpad attached or if you are using the mouse. It is automatically disengaged if you are using a joystick or touchpad.

At times you may want to change your pointing device selection as you work. For example, when drawing, it's sometimes easier to use the keyboard mouse (the arrow keys) instead of a joystick.

You can set up a special browse mode by turning off all the pointing devices. When you do this, the pointer hand will move from button to button by pressing a single arrow key.

After you select Pointer Setup, the Pointer Setup box will appear on your screen. The darkened circles indicate the current setup.



To change the setup, follow these steps. With the keyboard, use the arrow keys to move the outlined box to the "on" circle for the pointing device you want to use, then press Return to darken the circle by your selection. Or, use your joystick or mouse to click your selection. You can also use the Tab key to move from option to option.

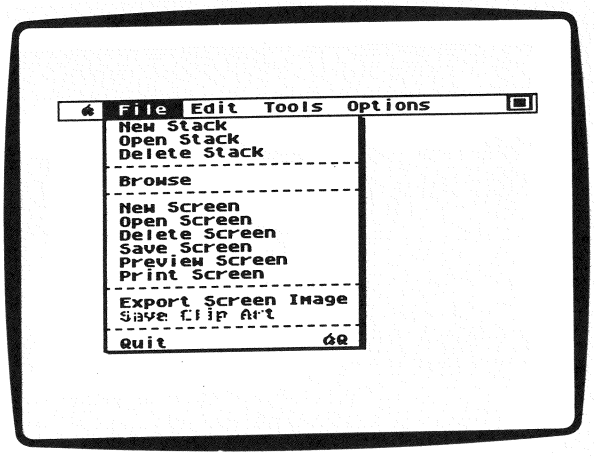
When you are finished, press Esc (keyboard) or click outside the menu (joystick or mouse) to return to the menu bar. The Pointer Setup you chose will remain active until you select a different device or quit the program.

NOTE: If you are using an Apple IIGS computer with a mouse, be sure you activate your mouse from the Control Panel of your machine. For information on getting to the Control Panel or setting options on the Control Panel see your IIGS user's manual.

PART 2: DESIGNING A *HYPERSCREEN* CREATION

The FILE MENU

The FILE MENU is divided into five sections.



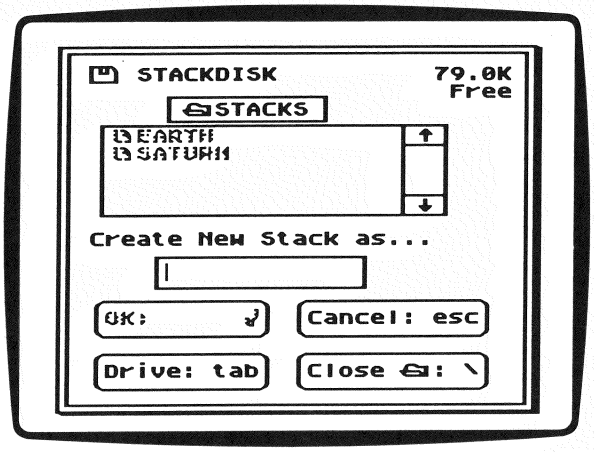
- The first section contains the menu items to create a new stack, open an existing stack, or delete a stack.
- The second section, between the dotted lines, contains the item to browse through a stack.
- The third section contains the menu items for working with the screens of your stacks: begin a new screen, open an existing screen, delete a screen from the stack, save, preview, and print a screen.
- The fourth section contains the menu items to export a screen image as as a picture file or to save clip art.
- The fifth section contains the Quit item letting you quit the program to ProDOS.

New Stack

Select New Stack to create a new stack. Follow these steps:

1. Insert your Stack disk in a drive. (If you do not have a Stack disk, create one now. See Creating a Stack Disk, page 15.) You can also create a new stack on any ProDos formatted disk, but these stacks won't be self-booting (see Saving Your Work on a ProDos Disk, page 16, of the Getting Started section).
2. Select New Stack from the FILE MENU.

3. The Disk Menu box will open.



The label at the top of the disk will say STACKDISK. The names of the stacks, if any are saved on this disk, will appear in the menu window. (If a different disk name appears, make sure you have inserted a Stack disk or the program is reading the correct drive.)

REMEMBER: Pressing the Tab key or clicking the Drive button will tell the program to read another drive.

4. A blinking cursor will appear in the box beneath "Create New Stack as...". Type a name for your stack. The stack name can be up to 12 characters long. *HyperScreen* automatically prints the name in capitals, so you do not need to shift. Stack names must begin with a letter. The only punctuation that can be used in a stack name is a period. If you press the Space Bar to insert a space between words in your stack name, a period will automatically appear instead.

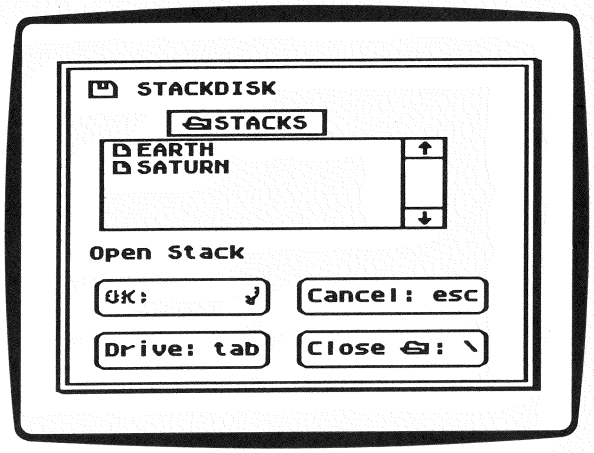
NOTE: This name does not have to be the complete name of your stack. For example, if your stack is titled "Trip to an Undiscovered Star" you can enter the file name as TRIP.TO.STAR.

When you finish typing the name, press Return or click the OK button.

5. You will see the prompt, "Creating stack file..." appear on your screen. The Home Screen box will appear for you to choose to make a Text or Graphic screen. This same box appears with a different title when you select New Screen or Open Screen to a named but unworked screen. Since you are beginning a stack, this first screen is automatically named the Home Screen. Later, when you save this page, you can change this name. But if you are designing complex stacks, the Home Screen name acts as a home base for your creation. To continue creating your new stack, follow the instructions for beginning a new screen (see New Screen, page 41).

Open Stack

Choose Open Stack from the FILE MENU to load an existing stack saved on a disk. The Disk Menu box will appear:



Select the stack you want. (For help with using the Disk Menu box, see page 28.) You will then see the Home Screen or first screen of your selected stack with the menu bar above and the TOOLS MENU opened. You are now ready to work on your screen. You can also move to any of the other menus. (See page 13 for a chart of the menu items.)

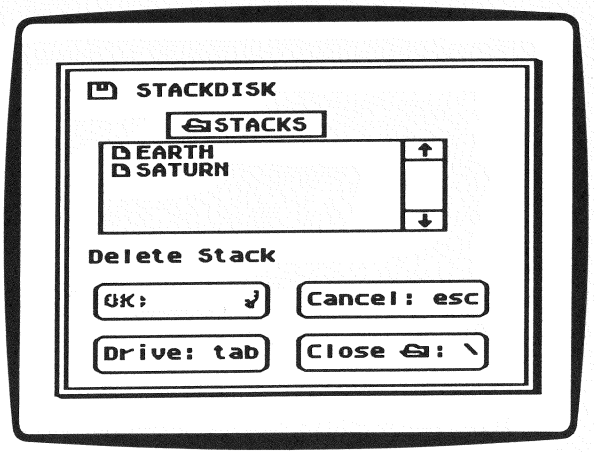
NOTE: At any time you can hide the menu bar on your screen by pressing the Space Bar. Press Esc to bring the menu bar back in view.

If you have created a new stack but not yet saved any screens, you'll see the Home Screen box. Follow the instructions for beginning a new screen on page 17.

Delete Stack

Choose Delete Stack from the FILE MENU when you want to permanently erase a stack from your disk. A deleted stack cannot be retrieved.

The Disk Menu box will appear.



Select the stack you want to erase. A warning message will appear on the screen reminding you that once you delete a stack, you cannot retrieve it. You cannot use the Undo feature in the EDIT MENU to bring back a stack once you have deleted it.

If you do not want to delete the stack, press Esc or click Cancel at this warning message to return to the menu bar.

If you want to delete the stack, press Return or click OK. If you choose to delete, the screen will say, "Deleting the Stack. . ." and your stack will be deleted.

If you delete the stack you are working on, you'll see the items in the second section of the FILE MENU dimmed, and you must open a new or existing stack to make them available again.

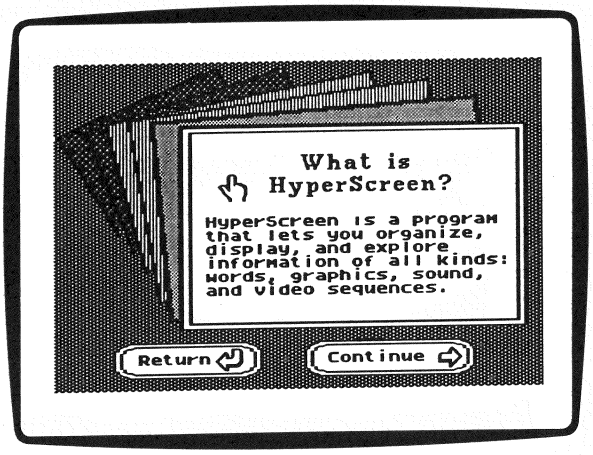
IMPORTANT: Never press Open-Apple-Ctrl-Reset while HyperScreen *is deleting a stack. Pressing Reset while a stack is being deleted could damage your Stack disk.*

Browse

Browse is *HyperScreen's* key feature. Select Browse to move through the screens and information on them by clicking buttons. When you select Browse, you'll begin at the stack and screen that are currently open.

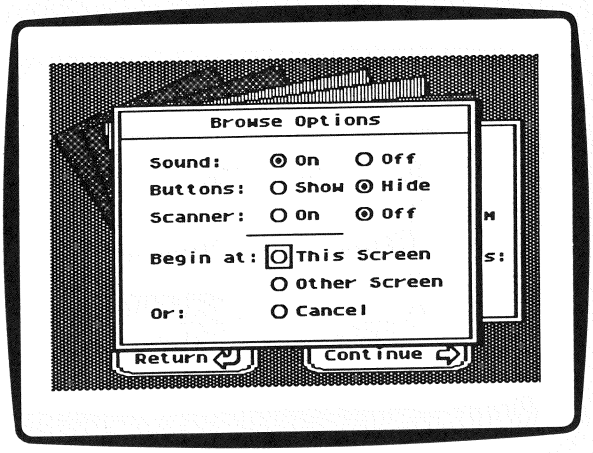
NOTE: If you have not yet saved your current screen, you will be prompted to save or any new work will be erased. Be sure to save your screen. Then select Browse again.

Your screen will open with any Do On Opening button if you have selected these. (See page 76 for more on Opening Transitions and page 56 for an explanation of Do On Opening buttons.) The menu bar will disappear and a pointer in the shape of hand will replace the arrow pointer on the screen. All the buttons will now be fully operational.


What is
HyperScreen?
HyperScreen is a program that lets you organize, display, and explore information of all kinds: words, graphics, sound, and video sequences.
Return
Continue

To use a button on your screen, place the pointer hand over a button and click by pressing the joystick button, mouse button, touchpad, Apple key, or Return key. See the Set Button Info section of this Reference Guide for a complete description of *HyperScreen* buttons and their uses.

If you press Esc while browsing, the Browse Options box will appear. (If you press Esc immediately again you'll stop browsing and return to the menu bar.)



The darkened circles on the Browse Options box show the current setting. To change a setting:

Keyboard: Use the the arrow keys to move the outlined box over the setting you want and then press the Return key to darken the inside of the circle. You can also move from option to option by pressing the Tab key.

Joystick, touchpad, or mouse: Click the setting you want.

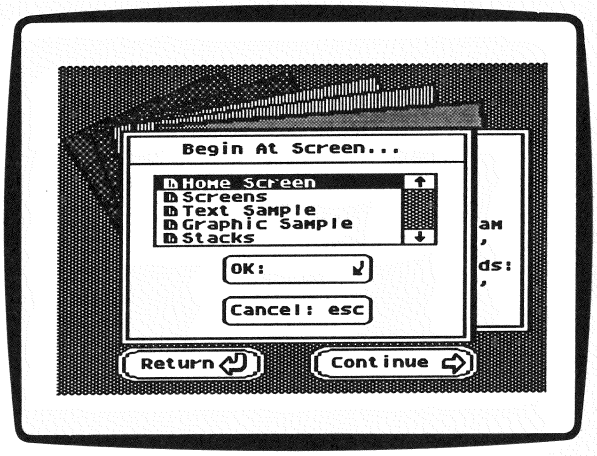
You can also move from option to option by pressing the Tab key.

From the Browse Options box, you can choose these options:

- You can choose to have sound on or off.
- You can choose to show the buttons, having them appear in an outlined rectangle on screen. Only "clickable" buttons will show. (See page 56 for an explanation of clickable and non-clickable buttons.)
- You can choose to have a scanner step automatically through the buttons to assist special-needs users (see page 10 for more about the Scanner).
- You can begin browsing at the current screen, another screen, or cancel the Browse Options box and return to your screen and menu bar.

If you select Begin at: This Screen from the Browse Options box, the current screen will appear with the pointer hand ready to click buttons.

If you choose to begin at another screen, you'll see the Begin At Screen menu.



Select the screen at which you want to begin browsing and then press Return or click OK. (For additional help with using this type of menu, see page 43.)

REMINDER: To stop browsing and bring the menu bar into view on the current screen, press Esc from the Browse Options box.

You can also preset browse options from the OPTIONS MENU on the menu bar. (See the section in this Reference Guide on the OPTIONS MENU for more about this menu.)

Once you select Browse Options from the OPTIONS MENU, the Browse Options box will appear.

After you set the options from the OPTIONS MENU, you will return to the menu bar with the OPTIONS MENU opened. To begin browsing, using your selected options, you must select Browse from the FILE MENU.

You can also use this feature of the OPTIONS MENU to set the Browse Options for your users if you are creating a self-booting Stack disk. (See page 103 in Part 3: Browsing Through a *HyperScreen* Creation for more on browsing through self-booting Stack disks.)

For additional ease in browsing, you can press a single key for these functions.

Press:	**To:**
B	Show clickable buttons in an outline on screen. Hide outline by pressing again.
arrow keys	Move the pointer hand if a mouse is attached, but not if a joystick or touchpad is attached.
	Move the pointer hand from one button to the next in button number order, if no pointing device is attached.

Space Bar	Toggle between one-pixel long and ten-pixel long jumps of the pointer hand across the screen, when using the arrow keys to move if a mouse is attached, but not if a joystick or touchpad is attached.
<	Back up to the last screen you viewed. You can continue all the way back to where you began browsing at the current stack.
Esc	Have the Browse Options box appear. You can change the browse options and begin browsing once more or Press Esc again to stop browsing.

See Terms, page 9, in the Reference Guide for a quick definition of Browse.

New Screen

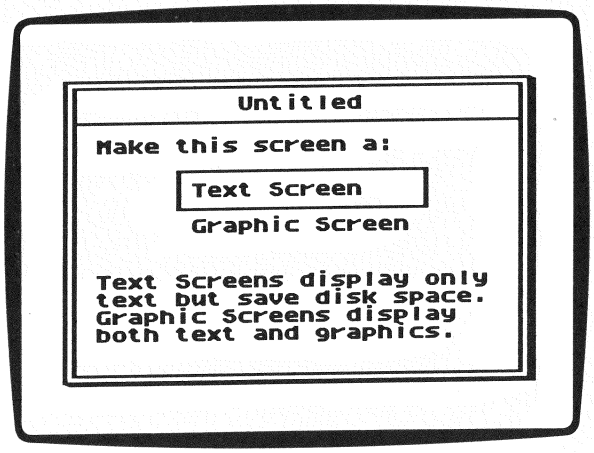
Select this from the FILE MENU to add a new, untitled screen to your stack. Once you select New Screen, a screen named Untitled is added to the list of screens on the screen menu in your computer's memory. But until you save and name your new screen, it won't be added to your stack. (See Save Screen, page 45, for instructions on naming and saving screens.)

NOTE: Select New Screen to add new, untitled screens only. If you have named blank screens during the process of setting buttons and you wish to work on one of these, select Open Screen instead. (See Open Screen, page 43, for details on using Open Screen.)

Choosing a Text Screen or a Graphic Screen

After you select New Screen, the Text or Graphic Screen box will appear with the heading Untitled at the top. This is the point at which you must choose a Text or Graphic screen.

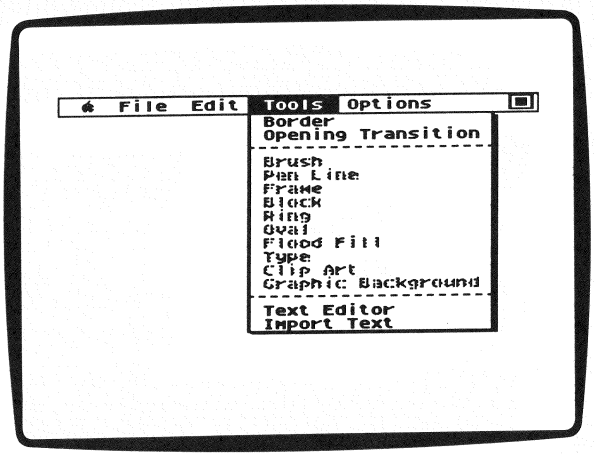
REMEMBER: Different tools are available for Text and Graphic screens. (See page 18 for the tools available for each.) Text and Graphic screens are also stored in different formats on your disk. Because Text screens are simpler, they occupy less disk space, which is important to consider if you are planning a complex creation, linking many screens and stacks.


Untitled
Make this screen a:
Text Screen
Graphic Screen
Text Screens display only text but save disk space.
Graphic Screens display both text and graphics.

To choose your screen type, move the outlined rectangle to your choice with Tab or the arrow keys and press Return, or click your choice. Follow these rules when selecting the type of screen:

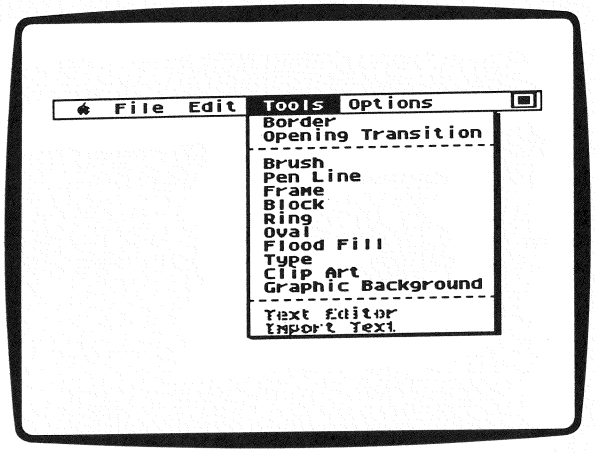
- Choose Text Screen to design a screen that presents only textual information. Text screens can also include a border, opening transition, background color, ink colors, and all button types. Type your text using the Text Editor, a built-in word processor listed on the TOOLS MENU. A special feature of the Text Editor allows you to create rounded boxes for your buttons and arrows on your Text screens. You can also import text from compatible word processors, *Super Story Tree* Text pages, or *Slide Shop* Text slides. (See the Import Text section in this Reference Guide on page 92 for more about these features.)
- Select Graphic Screen when you want to design a screen that contains graphics. With Graphic screens, you can add graphic backgrounds and clip art, and you can use the *HyperScreen* drawing tools to create original artwork. You can also add text in a variety of graphic fonts.

When you select Text Screen from the Text Screen or Graphic Screen box, the TOOLS MENU will open, with the Text Screen tools appearing in boldface type.



You are now ready to begin working on this Text Screen.

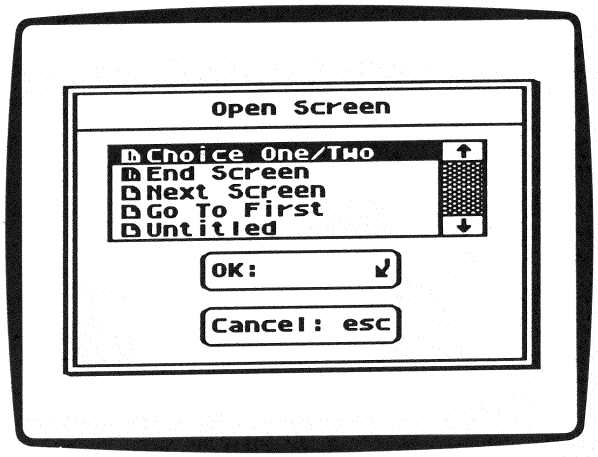
When you select Graphic Screen from the Text Screen or Graphic Screen box, the TOOLS MENU will open, with the Graphic Screen tools appearing in boldface type.



You are now ready to begin working on this Graphic Screen. (See the TOOLS MENU section of this Reference Guide, page 74, for a detailed description of the text and graphic tools.)

Open Screen

Select this item from the EDIT MENU to load an already named or worked on and saved screen. The Open Screen menu will appear. After you've created several screens on a stack, the Open Screen menu might look something like this.



NOTE: Only the first five screens will appear on the Open Screen menu. To scroll through the other screens, use the Up and Down Arrow keys (keyboard) or click the arrow boxes beside the window (joystick or mouse). Pressing the < and > keys will skip to the beginning and end of the list respectively.

Two kinds of icons appear next to the screen names on the Open Screen menu. They are:

(▫) Blank screen: This means the screen was named with a Link to Screen or Text Entry button, but has not been worked on yet.

NOTE: Named but unworked screens should be selected with Open Screen, not New Screen.

(▪) Worked-on screen: This means the screen was worked on and saved with the Save Screen item.

Select the screen you want. If you load a blank screen, the Text Screen or Graphic Screen box will appear (See Choosing A Text Screen or Graphic Screen, page 17.) If you load a screen that has already been worked on, that screen will appear. Use the *HyperScreen* tools to edit or finish the screen.

Adding Screens to the Open Screen Menu

You add screens to the Open Screen menu in these two ways:

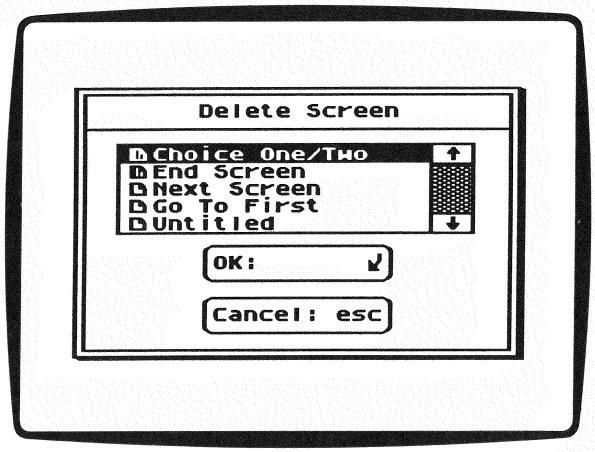
1. Each time you use the New Screen item from the EDIT MENU, an Untitled screen will be added to the Open Screen menu (but not saved on disk). Once you name and save your new screen with the Save Screen item, it will be saved on disk and will appear on the Open Screen menu with a filled icon next to it.
2. Each time you create a Link to Stack or Text Entry button from the EDIT MENU, you can choose to link to a New Screen. (See Link to Stack button, page 61, and Text Entry button, page 68, for more about these button types.) You will give the new screen a name. That screen name will be added to the Open Screen menu, when your current screen is saved.

Delete Screen

Select this item to delete a screen from your stack. A warning message will appear on the screen reminding you that once you delete a screen it can't be retrieved. You can't use the Undo feature from the EDIT MENU to bring back a screen once you've deleted it.

If you do not want to delete the screen, press Esc or click Cancel at this warning to return to the menu bar.

If you choose to delete the screen, the Delete Screen menu will appear.



Select the screen you wish to delete from your stack. (For help with selecting from this type of menu, see page 43.) The screen will be deleted from the disk and the Screen menu. Then you will return to your screen with the FILE MENU opened.

NOTE: You cannot delete your current screen while it appears on your monitor. You must leave another screen open and then delete the original screen following the instructions above.

NOTE: You cannot delete the Home Screen (the first screen in a stack).

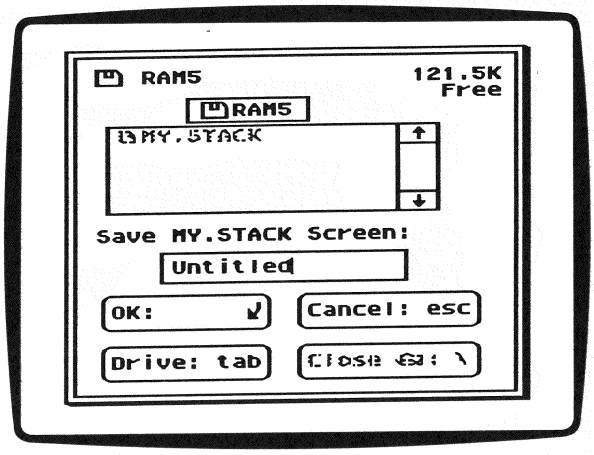
Save Screen

As you create your stack, you must save each screen before moving on to the next screen. You should also save your screen periodically as you work on it to avoid accidentally losing valuable work. Select Save Screen from the FILE MENU to save your screen on a Stack disk or a ProDOS formatted disk.

Save on a Stack disk whenever possible. (See page 15 for instructions on creating a Stack disk). If you need to save on a ProDOS formatted disk, these same instructions for saving apply. (See Saving Your Work on a ProDOS Disk on page 16 for more details about ProDOS formatted disks.) No matter which type you use, make sure the disk you save to contains the stack you are working on.

To save your screen, insert the disk containing your current stack in the disk drive. Then select Save Screen from the FILE MENU.

The Disk Menu box will appear. The name of the stack you are working on will appear below the dimmed list of stacks in Save Screen heading. The original name of your screen will appear in the Name box. If you are saving a New Screen, the name Untitled will appear in the box.



Follow these rules when saving your screen:

- To keep the screen name, press Return or click OK.
- To change this name, edit the name or press Ctrl-X to erase the old name and enter a new one. (If you are using an Apple IIGS, you can also use the Clear key to erase the name.)

If the program cannot locate your current stack on the disk in your drive, you'll be prompted to save on your original disk. Insert the disk containing your current stack in your drive, and click OK or press Return to continue.

Disk Space

The number in the upper right-hand corner of the Disk Menu box tells you how much space is available on your disk. Use this number to help estimate whether you'll have enough space available on your Stack disk for your stack.

You can store about 75 Text screens and a third as many Graphic screens on a 5.25-inch disk. (This estimation is for all Text or all Graphic screens. But remember you can mix Graphic and Text screens in the same stack, so these numbers are only approximate.) For more space, you might consider using 3.5-inch disks. *HyperScreen* allows you to create up to 200 screens per stack.

NOTE: You cannot separate a stack on two disks. You will be prompted when you are running out of disk space. (You could use a Pop-up Text, and Link to Stack Multi-button sequence to prompt your user to insert a different disk containing a continuation stack. See page 64 in the Multi-button section of Set Button Info.)

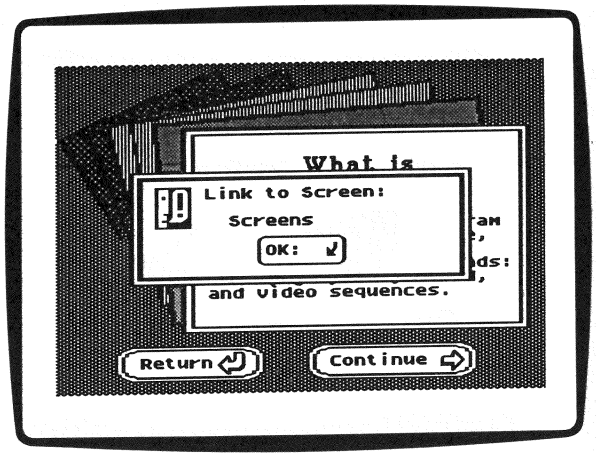
Preview Screen

Select this item from the FILE MENU to preview how your screen will look and how your buttons will work when you browse through your *HyperScreen* creation. Preview operates with your previously set browse options. (To show or hide buttons, turn sound on or off, or turn the scanner on or off, set these options from the Browse Options item on the OPTIONS MENU.) If you have chosen this, your screen will open with an Opening Transition, a special opening screen effect you select from the TOOLS MENU. (See page 76 in the TOOLS MENU section of the Reference Guide for a complete description of Opening Transitions.) If you have designated a button as a Do On Opening button, it will work as your screen opens. (See page 56 for a description of Do On Opening buttons.)

The pointer hand will appear and you can click on any clickable buttons. Buttons that act on the current screen will work just as they do while browsing, but buttons that link to other screens or stacks will show a box indicating the exact screen or stack link. Press B to toggle between showing and hiding buttons. Press Return or click OK on this box to continue. (See Set Buttons in this Reference Guide for a full description of all button types and their uses).

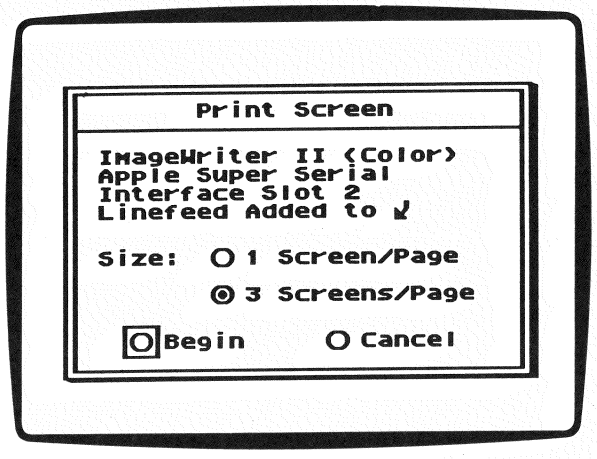
If you want to preview just the screen image without the menu bar, press the Space Bar. (You will not see any opening transitions, click any buttons, or see any links, as you would with Preview Page.) Press any key to return to the menu bar.

NOTE: Preview Screen differs from Browse on the FILE MENU. Use Browse to work your way through your entire HyperScreen *creation, view any screen, or to use all buttons on a screen, even link to stack or screen buttons. Use Preview Screen to check your work and view buttons on the current screen .*



Print Screen

Select this item from the FILE MENU to print a screen. You can print Text or Graphic screens in black and white, or in color if you are using the ImageWriter II® with a color ribbon. When you select Print Screen from the FILE MENU, the Print Screen box will appear on your screen:



The information at the top of the box displays the current printer setup. If the information is incorrect, press Esc, move the outlined box over the Cancel circle and press Return, or click the Cancel circle at the bottom of the Print Screen box. Then follow the instructions in the Printer Setup section, page 31, in this Reference Guide.

If the information is correct, you can then choose to print in two sizes: one screen or three screens per page. Make sure the circle for your choice of screens per page is darkened and change it if you wish.

Check to see if the paper in your printer is positioned correctly and your printer is set to Select or On-line. Then make sure the outlined box is positioned over the Begin circle and press Return or click to start printing. You can stop printing at any point by pressing Esc.

If you choose to begin, and don't have a printer attached, your screen image will appear to be frozen. Press Esc to make the menu bar appear and continue.

Export Screen Image

Select this item from the FILE MENU to save a *HyperScreen* image when you want to save the graphic image only, for instance, to edit and work on with a compatible paint program, for instance. Once you've saved your screen image on disk, you can bring it back onto a screen of your current stack using Graphic Background from the TOOLS MENU. (See page 88 for a complete description of using Graphic Background.)

NOTE: When you export an image, HyperScreen *treats the file as a graphic background, NOT as a screen. This means no button settings or information are saved, and the exported screen image is not part of the stack you are working on. If you want to use the image as a screen with buttons in a stack, be sure to select the Save Screen item in addition to the Export Screen Image item.*

To save your *HyperScreen* image for export to a compatible program:

1. Insert a ProDOS formatted disk into the disk drive.
2. Select Export Screen Image from the FILE MENU.
3. When the Disk menu appears on your screen, type a name for the file and press Return or click OK.

Save Clip Art

Select Save Clip Art from the FILE MENU to save original art as clip art. The contents of the area of computer memory called the clipboard will be saved on your disk as clip art. The current clipboard contains the last piece of clip art you may have loaded or any part of a screen you copied or cut. You can always check to see what is in the current clipboard by selecting Paste from the EDIT MENU. (See the sections on Cut, Copy, and Paste, beginning on page 50 in the EDIT MENU section of this Reference Guide.)

With *HyperScreen* you can create your own full-color clip art libraries by cutting or copying, and saving sections of your screens. Follow these steps:

1. Use the Copy or Cut tool from the EDIT MENU to frame and select the area of your Graphic screen that you want to store as clip art. Choose Copy to leave the original image intact and Cut if you wish to remove the image. You can copy or cut up to approximately one-half of the screen. (For instructions, see Copy, page 51, and Cut, page 50.)

NOTE: Once you have framed and selected the area of the screen that you want to save as clip art, you can press the H to flip the area horizontally or the V key to flip the area vertically. Pressing the H or V key again will flip the area back to its original position.

2. Insert a ProDOS formatted disk or a Stack disk into the disk drive. Then select Save Clip Art from the FILE MENU.
3. When the Disk Menu box appears on your screen, type a name for your clip art. Then press Return or click OK.

You can create original art to store as clip art. You can cut or copy portions of graphic backgrounds and save them as clip art. Try copying pieces from the Sample Stacks and saving them as clip art to use in your own stacks. You can also color and save clip art from existing clip art libraries.

The colors may shift if you move your homemade clip art across the screen. When this happens, shift the clip art slightly until the color looks correct.

Quit

Select Quit from the FILE MENU (or press ⌘-Q) to quit the program to ProDOS. If you have not saved your work, the program will display a message warning you that any work you've created or edited on a screen and have not saved will be lost forever.

The EDIT MENU

The EDIT MENU is divided into three sections.

- The first section contains the Undo function for undoing the last step you've taken on a Graphic screen.
- The next section contains what you need to Cut, Copy, and Paste on a Graphic screen, and to Clear any screen.
- The last section contains the functions to create buttons on your screen, including drawing, sizing, moving, and setting the information for what each button will do.

Undo

Select Undo or press Ctrl-Z, while using a graphic tool from the TOOLS MENU, to delete the last addition you made to your Graphic screen. If you decide that you want to restore that work, select Undo again before you do anything else and the work will reappear in its original form. (See the TOOLS MENU section beginning on page 77 for more about using graphic tools to design your screens.)

The Undo command works only on the last work you added to your graphic screen. If, for example, you use the Flood Fill option to color a piece of clip art, and then decide you don't like the color, you can select Undo. The color will be removed from the screen. If you select Undo again, the color will return. However, if you then use another drawing tool, choosing Undo will not remove the color from the screen.

NOTE: On a Text screen, the only thing you can Undo is adding a border or border color.

Cut

Select this option to cut a block (rectangular section) of your Graphic screen. You can move and stamp that section anywhere on your screen. You can also save the block as clip art and store it for future use. (See Save Clip Art, page 49, for directions on saving.) Cut also works in conjunction with the Paste option if you want to stamp the block on another screen of the current stack or another stack.

To cut a block of your Graphic screen:

1. Open the EDIT MENU and select Cut.
2. Move the cursor (a cross on the screen) to one corner of the section that you want to cut. While holding down the Apple key (keyboard) or Action button (joystick or mouse), move your cursor to the opposite corner until you have framed the portion you want to cut. The largest portion that you can cut is approximately one-half of the screen.
3. Release the Apple key or Action button and the section will be cut from your screen. White screen will appear instead of the section you have cut. The section you have cut will appear below the white area ready for pasting.

NOTE: Once the cut portion appears on the screen, you can press the H or V key to flip it horizontally or vertically. Pressing the H or V key again will flip the portion back to its original position.

4. Use your cursor to move the section around the screen. Place the cut portion where you want it to appear, then press the Apple key or Action button to stamp the section on the screen. You can stamp the cut portion as often as you wish on a screen.

NOTE: The Apple color monitor may cause the colors in your cut section to change as you move it around the screen. If the colors of the piece you are moving are incorrect, gently move it to the left or right before stamping the section on your screen.

5. If you don't wish to stamp the cut portion on another part of the screen, simply press Esc and it will disappear.

NOTE: When you press Esc, the cut portion will be held in the area of computer memory called the clipboard. You can restamp it on the current screen, another screen, or even a different stack by selecting Paste later. You can also save the section as clip art. (See page 49 on saving clip art.) When you cut or copy another section, or turn off your computer, the cut portion will be replaced or deleted from the clipboard and you can no longer restamp it.

HINT: You can use Cut to erase your mistakes. For example, if you make a mistake while working on a white screen and you cannot use the Undo function, simply cut out the section and press Esc.

Copy

Select this option to copy a block (rectangular section) of your Graphic screen. You can move and stamp that block anywhere on your screen. You can also save the copied portion as clip art and store it for future use. Copy also works in conjunction with the Paste option if you want to stamp the block on another screen of the current stack or another stack. (See Paste, page 52, and Save Clip Art, page 49, for more information.)

To copy a block of your Graphic screen:

1. Open the EDIT MENU and select Copy.
2. Move your cursor to one corner of the area that you want to copy. Hold down the Apple key (keyboard) or Action button (joystick or mouse) and move your cursor until you have framed the area you want to copy. (The largest area that you can copy is approximately one-half of the screen.)
3. Release the Apple key or Action button and a copy of the section will appear on your screen.

NOTE: Once a copy of the section appears on the screen, you can press the H or V key to flip it horizontally or vertically. Pressing the H or V key again will flip the copied portion back to its original position.

4. Use your cursor to move the section around the screen. Place the section where you want it to appear, then press the Apple key or Action button to stamp the copied portion on the screen. You can stamp a section as often as you wish on a screen.

NOTE: The colors in your copied portion may change as you move the section around the screen. If the colors in your section are incorrect, gently move your section to the left or right before stamping the copied portion on your screen.

HINT: You can use Copy to erase your mistakes. For example, if you make a mistake while working on a white screen and you cannot use the Undo function, simply copy a white block and stamp it over your error.

In some cases, it may help to copy a section that includes extra background area surrounding the object you want to move. When you reposition that block, the background of the portion will cover the original object.

NOTE: You can press Ctrl-B to cycle through opaque and transparent backgrounds and inverse images of the clip art you copy. For example, if you are using Copy to place clip art on a colored background, you can press Ctrl-B to create an opaque white background for the clip art. Then use Flood Fill to color the clip art and the surrounding white areas. If you are working on a dark background, press Ctrl-B to cycle through to the inverse image. The clip art background will remain transparent, but the black lines will appear in the opposite color of the background (for example, white on black, red on blue). See page 49 for directions on saving your clip art created with Copy.

Paste

Select this item to "paste" art as many times as you want on the current Graphic screen or on other Graphic screens.

When you select Paste, the program uses the block or clip art, including cut or copied art, that is in the clipboard to the current screen. This feature saves valuable time when you need to use a piece of clip art, or a block of your Graphic screen, several times in a single session.

When you select Paste, the clip art or graphic block that is in the clipboard will appear on your screen. Move your cursor to position the block or clip art. Then press the Apple key (keyboard) or Action button (joystick or mouse) to paste it on the screen. You can stamp the contents of the clipboard on a single Graphic screen as many times as you want.

To transfer a block and paste it on a new Graphic screen:

1. Save the screen you are working on.
2. Use the Load Screen option from the FILE MENU to load the new screen.
3. Select Paste from the EDIT MENU.

The block from the clipboard will reappear on the screen. Stamp it as many times as you wish. If you like, follow the above steps to paste the block from the clipboard on another Graphic screen.

NOTE: You can press Ctrl-B to cycle through opaque and transparent backgrounds or inverse images of clip art. For example, if you are using Paste with clip art which has been placed on a colored background, you can press Ctrl-B to create an opaque white background for the clip art. Then use Flood Fill to color the clip art and the surrounding white areas.

Clear

Select this option to clear a Graphic or Text screen and start over.

When you clear a screen, everything on that screen will be permanently cleared, including all text, graphics, sounds, screen effects, and screen links. Only the screen name remains the same.

The program will first display a warning that you cannot undo clearing the screen. This means the Undo item from the EDIT MENU will not work. If you do not wish to clear, press Esc or click Cancel. If you want to clear the screen, press Return or click OK to go on. You are left with a blank screen. Choose whether you want the cleared screen to be a Text or Graphic screen. Then create the new screen. (See Choosing a Text or Graphic screen, page 17.)

NOTE: If your screen has been saved, you can undo clearing a screen by selecting the screen from the Load Screen menu again.

Set Buttons

Using Set Button and Set Button Info from the EDIT MENU, you can create on-screen buttons that can be clicked to move from screen to screen, link to stacks, and perform a variety of other actions. Setting buttons and button information enables you to use the full range of *HyperScreen's* interactive multimedia capabilities in designing your *HyperScreen* creations.

NOTE: Before you set buttons and button information, you will probably want to create your screen using HyperScreen's *graphic and text tools.*

Select Set Buttons from the EDIT MENU to create, resize, move, or delete a button from your screen. You can set up to 15 buttons on one screen.

To create a button:

1. Select Set Buttons from the EDIT MENU.
2. The menu bar will disappear from view and any current buttons will appear as dotted outlines. Move the on-screen pointer arrow to one corner of your desired button location and click by pressing the Action button or the Apple key. A cursor in a cross-shape will replace the arrow.
3. Holding down the apple key or Action button, drag the "rubber band" frame to create your button. The frame will shrink and expand as you move the cursor.
4. When you've stretched a frame in the location and size you want, release the Apple key or Action button. You'll see a dotted line frame left on the screen, indicating the button you've just created.

NOTE: Once you create a button, you can view or set the button information without having to return to the menu bar and choose Set Button Info. Just click anywhere within or on the dotted-line frame to select the button, then press Ctrl-I or Tab. Set your button information following the instructions beginning on page 55.

If you return to the menu bar after setting buttons, you need to select Set Buttons again from the EDIT MENU to bring the dotted-line button frame into view so you can resize, move, or delete buttons.

To resize a button:

1. Click within or on the dotted-line frame of the button to select it. A solid line with a small filled block in the lower right-hand corner (the resize handle) will replace the dotted line.

NOTE: In this Reference Guide, the solid line frame with the resize handle that appears when you click a button in a dotted-line-frame will be called the selected button frame. The dotted line frame will simply be called the button frame. When you select Set Buttons from the EDIT MENU all buttons you've created will appear in button frames.

2. Place the arrow cursor directly on the handle and click your pointing device or press the Apple key. Holding down the Apple key or Action button on your pointing device, pull from the handle to resize the button frame.
3. Once the button is your desired size, click the arrow cursor anywhere outside the button to remove the selected button frame.

To move a button, keeping it the same size:

1. Move the arrow cursor anywhere within the button frame.
2. Press and hold down the Apple key or Action button of your pointer device.
3. Keeping the arrow cursor within the button, drag the selected button frame to the desired location. Then release the Apple key or Action button.
4. Click anywhere outside the button to remove the selected button frame.

To delete a button:

1. Click inside the button frame to select it.
2. Press the Delete Key.

REMEMBER: You can Press Ctrl-I or Tab after selecting a button to view or set button information. (See Set Button Info, page 55.)

Set Button Info

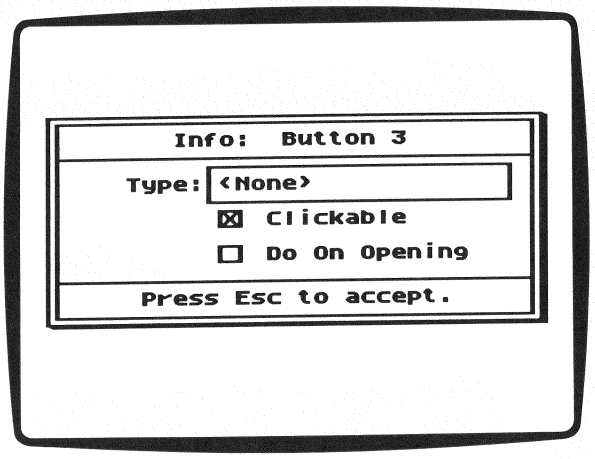
Select this item to set, view, or change information for selected buttons on your screen. Button information sets up what the action of the button will be when clicked.

When you choose Set Button Info from the EDIT MENU, the menu bar will disappear and any buttons you have created with Set Buttons, or have set information for as well, will appear as a dotted-line button frames.

NOTE: You can click buttons in two different ways. Using your pointing device, move the cursor to any point within the button, then press and release the Action button on your joystick, touchpad, or mouse. Or, using the keyboard, move the cursor with the arrow keys, and then press the Apple key.

To set button information for a button you have created with Set Buttons, first select Set Button Info from the EDIT MENU. Move to the button frame around the button you want to set information for, then click. The Button Info box will appear.

REMINDER: You can also reach the Button Information box from the Set Button mode, without having to return to the menu bar and select Set Button Info. Click on the button you want to select and press Ctrl-I or Tab.



At the top of the Button Info box, you'll see the number of the button you have selected. For instance, Button 3, as in the sample above. Buttons are numbered in the order they are created.

The button type appears next to "Type:". Because no type has been set in the sample above, <None> appears next to "Type:". Press Return or click the outlined box around <None> to select one of the seven button types or to change the button type. See Choosing a Button Type, on page 57, for detailed information on selecting a button type.

Below the type you will see the Clickable check box. It will automatically be checked with an X unless you change it. This box should be checked if you want to be able to click the button while browsing through your stack. To make it non-clickable, click the check box or move the outlined box down with the arrow key or Tab, and then press Return. The X in the check box should disappear. To replace the X, click again.

Make your buttons non-clickable in these instances:

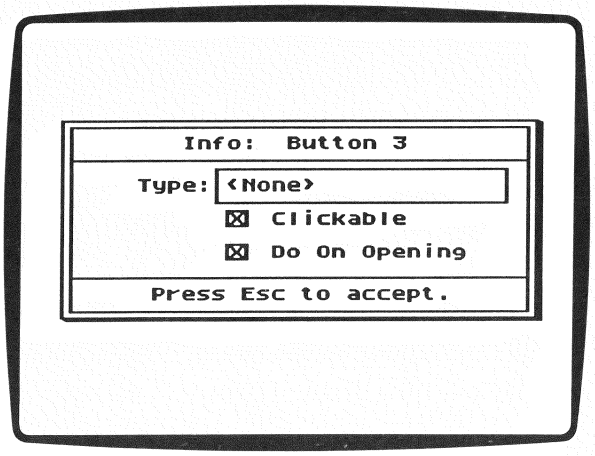
1. When you want the button to work only on the screen opening, and not be clicked again once the screen opens. (See Do On Opening, below, for an explanation of Opening Buttons).
2. When you want the button to work only as part of a Multi-button sequence. (See Multi-button, page 62, for an explanation of this button type).

You'll see the Do On Opening option below the Clickable option. The check box beside this item will not be checked unless you change it.

Check Do On Opening when you want the button to automatically work when the screen opens without having to be clicked. Use Do On Opening, for instance, to have a piece of music play as the screen opens, or have a message appear in a Pop-up Text box. (See the instructions for Sound F/X, page 66, and Pop-up Text button types on page 64.)

You can create simple simulated animation using a Do On Opening button as a non-clickable Link to Screen button, linking two similar but slightly different graphic screens. By combining this with the Flicker opening transition you can make it appear as if your graphics are moving. For other samples of Do On Opening buttons, see the Tutorial section of the Reference Guide.

To check Do On Opening, click the check box beside it, or move the outlined box over the check box and press Return.



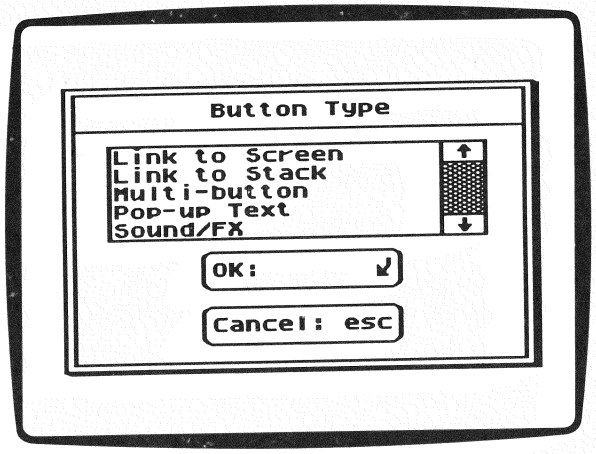
If you wish to clear the check box again, repeat the steps above.

You can only choose one button on your screen as an opening button.

Press Esc to accept the current information in the Button Info box.

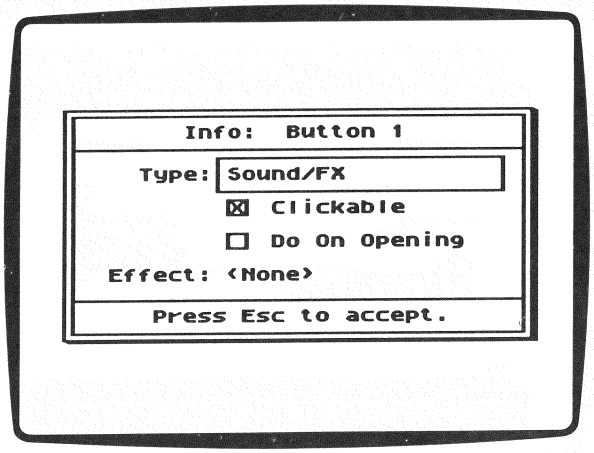
Choosing a Button Type

To select a button type, move the outlined box next to "Type:" in the Button Info box and press Return, or move the arrow cursor next to "Type:" with your pointing device and click. The Button Type menu will appear.



REMEMBER: Only five choices appear on this type of menu at any given time. Since there are seven button types, use the arrow keys or click the arrow icons to scroll through the additional choices. You can also press < or > to skip to the top and bottom of the list.

To choose your button type, highlight your selection, then click OK or press Return. Or simply click your selection. The Button Info box will appear with your selected type filled in. If you choose Sound/FX, for instance, this Button Info box will appear:



For instructions on completing button information for each button type, see page 54.

Changing a Button Type

To change a button type, follow the same steps as choosing a button type.

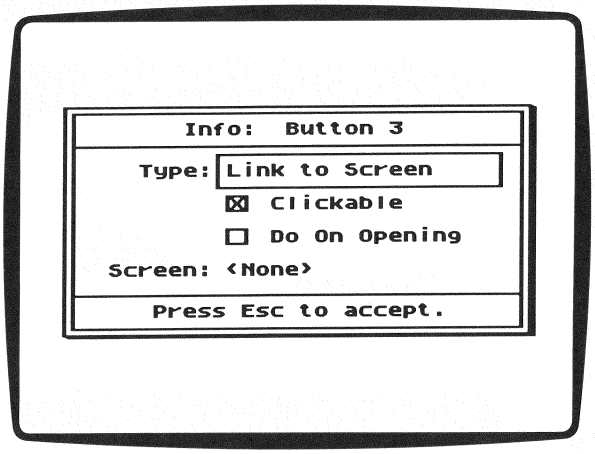
For instructions on completing button information for each button type, see page 54.

NOTE: You can change any of the information in the Button Info box by clicking that option or name, or by moving the outlined box over the option and pressing Return.

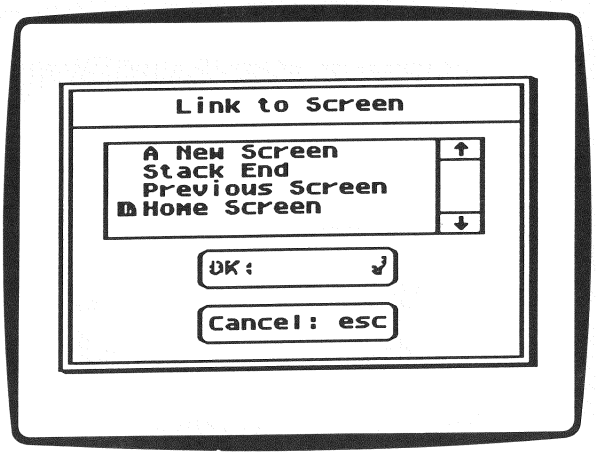
Button Types

Link to Screen A Link to Screen button, when clicked as you browse, will move to and open a specific screen you selected from the current stack.

When you select this button type from the Button Type menu (see Choosing a Button Type, page 57), the Button Info box that appears will look like this.



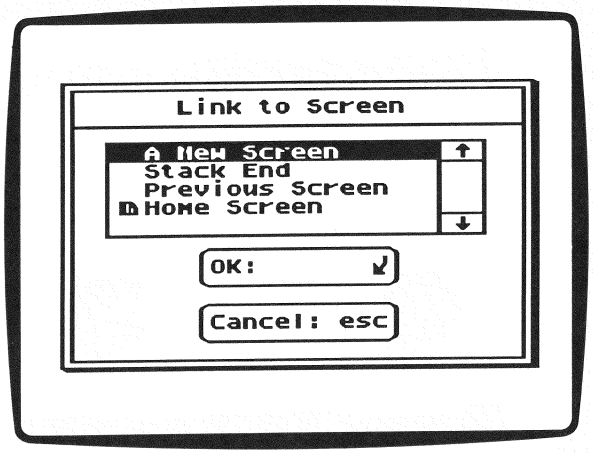
To choose the screen to which your button will link, move the outlined box over the <None> next to "Screen:" in the Button Info box and press Return, or move the arrow cursor to <None> with your pointing device and click. The Link to Screen menu will appear.



REMEMBER: Only five screen choices appear on the menu at any given time. Use the arrow keys or click the arrow icons to scroll through the additional choices. You can also press < or > to skip to the top and bottom of the list. (See page 43 for additional help with using this type of menu.)

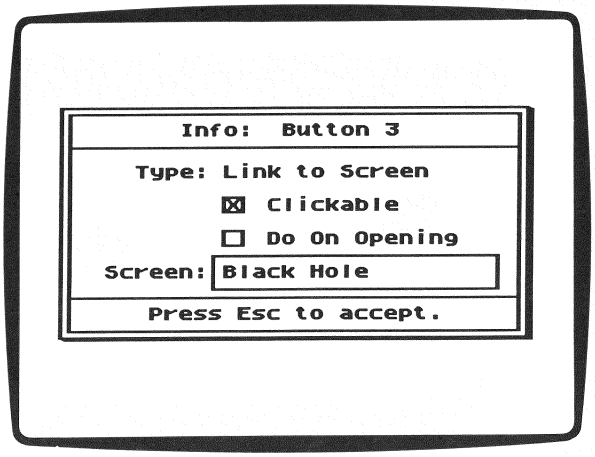
You can link your button to a new screen, the previous screen, an existing screen, or stack end.

- Select New Screen to link to an entirely new screen that you'll then name. When you select New Screen, this Link to Screen box will appear.



Type a name for your new screen. It can be a maximum of 15 characters long. If you make a mistake in typing, use the Delete key to back up and delete single characters, or press Ctrl-X to delete the entire name and start again. You'll find it helpful to choose a name that refers to what you plan to include on that screen.

You can press Esc to cancel your entry and return to the Button Info box to change any button information. To accept the name, press Return or click OK. If you type the name BLACK HOLE for a new screen to link to in your TRIP.TO.STAR stack, as an example, this Button Info box will appear:

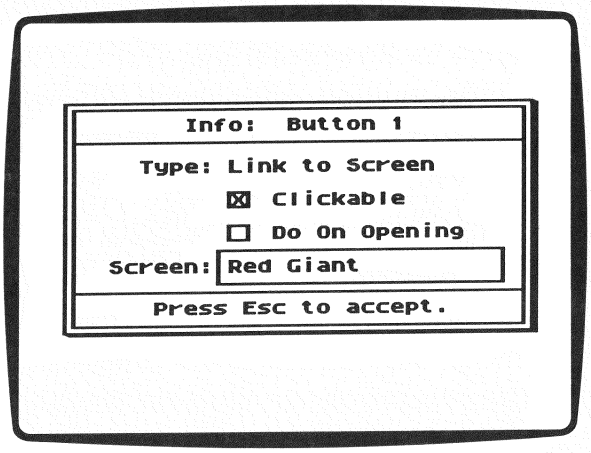


Press Esc to accept the button information and return to your current screen.

Your named new screen will be added with an (▭) icon to the list of screens on the Open Screen menu so you can design it later. (See page 43 for instructions on opening a new screen you've named and saved with a Link to Screen button.) Once you save the current screen with the button linked to a New Screen, an unworked screen will be saved on disk with that name.

- Select Previous Screen to link your screen back to the screen that appears just before the current one when you browse through your stack.
- Select Stack End when you want to link your screen to an option to end browsing. When you select Stack End, on clicking, the Browse Options box will appear on the current screen. To end, the user then clicks Cancel on the options box. You can also continue browsing by selecting another screen. Since clicking on a Link to Screen button that is linked to Stack End won't connect you to another screen (the Browse Options box appears on your current screen), you might want to design that screen as an end screen.
- You can link your screen to any previously named screen, including the Home Screen, by selecting it from the Link to Screen menu.

Once you select your connecting screen, the Button Info box will appear with your selection next to "Screen:" If you select a screen named RED GIANT, for instance, that you created, this Button Info box will appear.



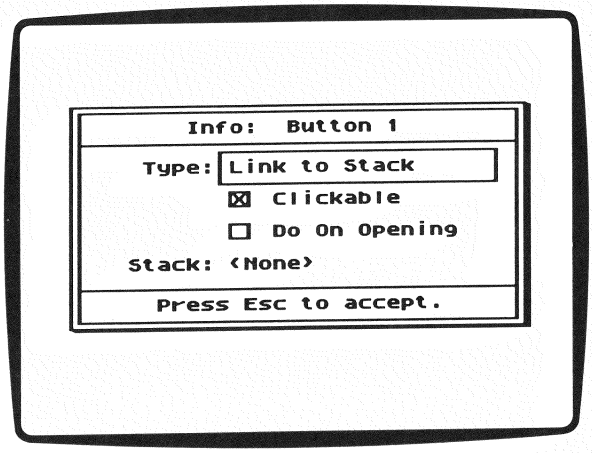
Press Esc to accept the button information and return to the current screen.

You can change the screen link on a Link to Screen button at any time as you create your stack. Select Set Button Info from the EDIT MENU and click the button, or after selecting Set Buttons, click the button and press Ctrl-I or Tab. When the Button Info box appears, click the name next to "Screen:" or move the outlined box over the screen name and press Return. Then follow the same steps above for choosing your screen link.

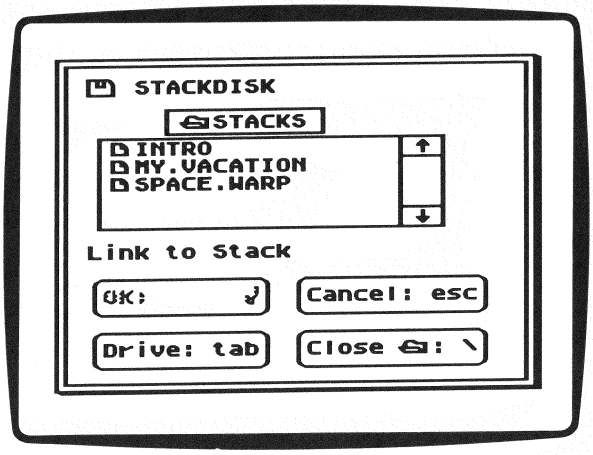
NOTE: You can change any of the information in the Button Info box by clicking that option or name, or by moving the outlined box over the option and pressing Return.

Link to Stack A Link to Stack button, when clicked as you browse, will open the Home Screen (or first screen) of a stack you have selected.

When you select this button type from the Button Type menu (see Choosing a Button Type, page 57), this Button Info box will appear.

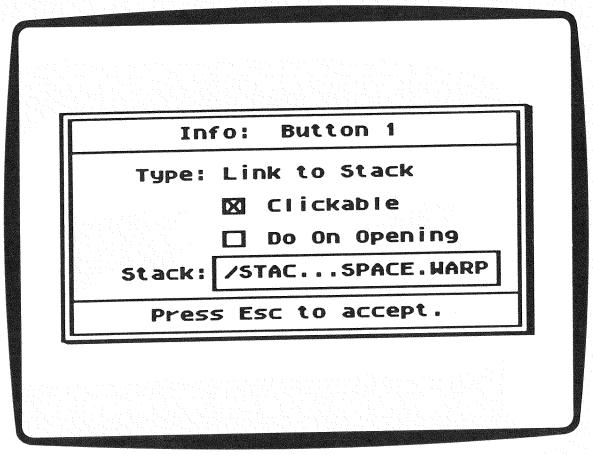


To choose the stack to which your screen connects, first insert the disk with your desired stack in the disk drive. Then move the outlined box over <None> next to "Stack:" in the Button Info box and press Return, or move the arrow cursor to <None> with your pointing device and click. The Stack Disk Menu box will appear.



Scroll through the list of stacks and select your choice for the button link. (See page 28 if you need further assistance in using the Disk Menu box.) The Button Info box will appear with your selected stack next to Stack.

For example, if you selected the stack called Space Warp from the Disk Menu box, this Button Info box would appear.



Press Esc to accept the button information and return to your current screen.

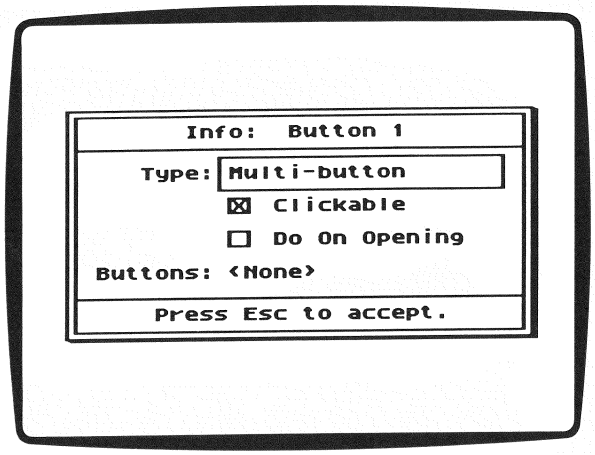
You can change the stack link on a Link to Stack button at any time during the design process. First, bring up the Button Info box for the button you wish to change. (For directions, see Set Button Info, page 54.) When the Button Info box appears, click the name of the stack next to "Stack:" or move the outlined box over the stack name and press Return. Then follow the same steps above for choosing your stack link.

NOTE: You can change any of the information in the Button Info box by clicking that option or name, or by moving the outlined box over the option and pressing Return.

Multi-button A Multi-button, when clicked, activates a series of other buttons in succession. For instance, you could click a Multi-button to play a piece of music with a Sound/FX button, display a clue with a Pop-up Text button, then link to a new screen with a Link to Screen button.

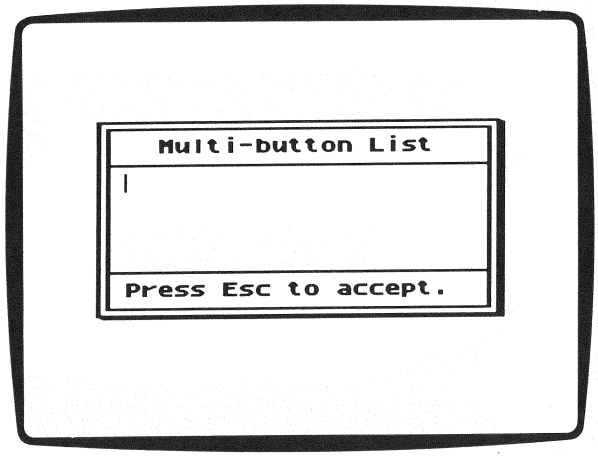
NOTE: When you set up a Multi-button using pop-up text buttons, your user must click to remove pop-up text from the screen before another button is activated. Any Link to Screen or Link to Stack button ends the multibutton series.

When you select this button type from the Button Type menu (see Choosing a Button Type, page 57), this Button Info box will appear.



NOTE: In the Button Info box, use the Tab key or the arrow keys on the keyboard to move the outlined box over the information or option, and then press Return. Another method is to point to the information or option with your pointing device and click. In this Reference Guide, both these methods will be referred to as "selecting information."

To set up your button sequence, select <None> beside "Buttons:" in the Button Info box. The Multi-button List box will appear.



You can create your Multi-button list of buttons in any sequence as long as you type the numbers in order, separated by commas (or at least one non-numerical character between).

For example, you can type **1, 3, 12** or **Button 1, Button 3, Button 12** for the same button sequence.

You can repeat buttons.

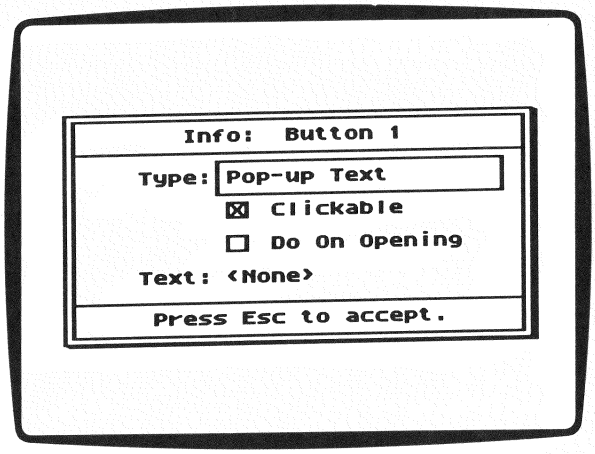
Any Multi-buttons or buttons you haven't chosen a type for yet, won't work as part of your sequence. Once you include a button that links to a screen or stack, any buttons you list after that won't work as part of the Multi-button.

Press Esc to accept the Multi-button list.

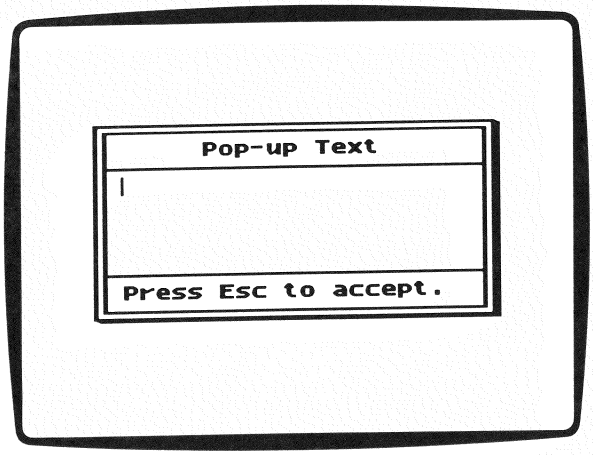
You may want to set small nonclickable buttons in unused areas of the screen as part of your Multi-button sequence. For example, a Multi-button series might include (1) a Pop-up Text button prompting your user to place a disk containing another stack in a drive, (2) a Link to Stack button to the end of this series. To examine the Introduction button as an example of this on the Home Stack, bring the menu bar into view and click Set Button Info from the EDIT MENU.

Pop-up Text A Pop-up Text button, when clicked, displays a window of text in the center of the screen. Click again to have the pop-up text disappear. You could use this button type to display hints, special suggestions, or extra information.

When you select this button type from the Button Type menu (see instructions for Choosing a Button Type, page 57), this Button Info box will appear.



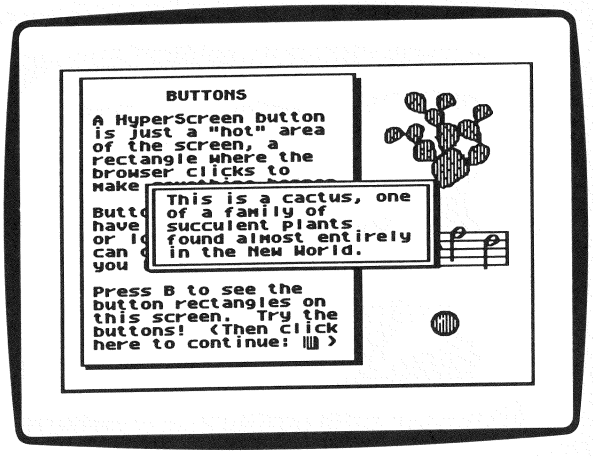
To type in the text for your pop-up text window, select <None> beside "Text:" in the Button Info box. The pop-up text box will appear.



You can type up to five lines of 22 characters in the Pop-up Text box. Press Esc to accept the text you've typed. The portion that fits will appear in the Button Info box. Press Esc again to accept the button information and return to the current screen.

REMEMBER: You can change any of the information in the Button Info box by clicking that option or name, or by moving the outlined box over the option and pressing Return.

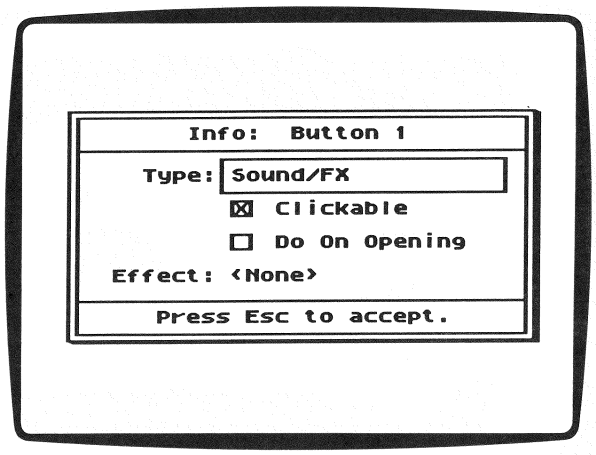
When you click a Pop-up Text button while browsing, your screen might look something like this:


BUTTONS
A HyperScreen button is just a "hot" area of the screen, a rectangle where the browser clicks to
This is a cactus, one of a family of succulent plants found almost entirely in the New World.
Press B to see the button rectangles on this screen. Try the buttons! (Then click here to continue:)

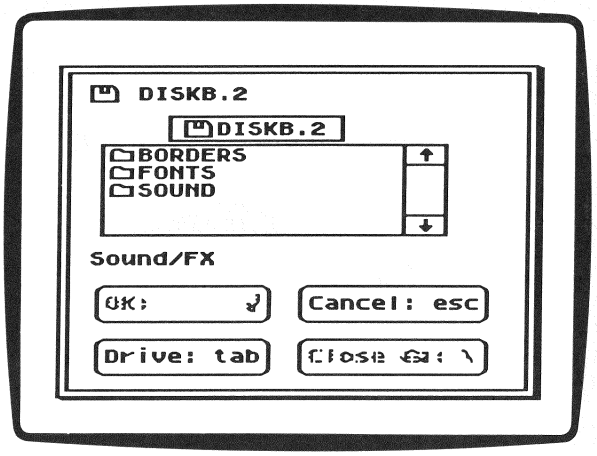
The window of pop-up text will always appear in the center of the screen in the System 8 font.

Sound/FX A Sound/FX button, when clicked, will play a sound clip, including music, special sound effects, or digitized sound such as speech.

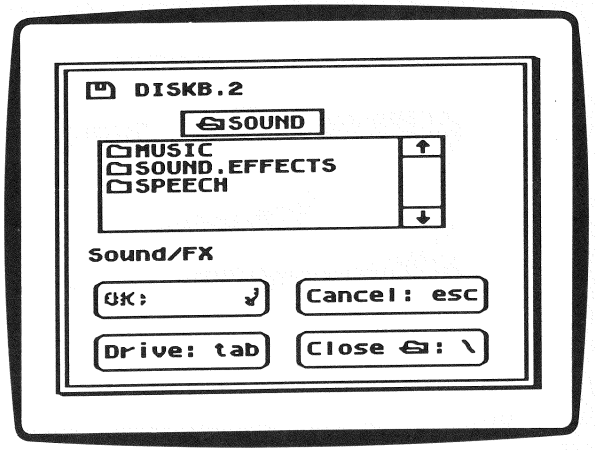
When you select this button type from the Button Type menu (see instructions for Choosing a Button Type, page 57), this Button Info box will appear.



To choose the sound clip your Sound/FX button will play, first insert the disk containing your desired sound in your disk drive. You can use the sounds from *Super Story Tree*, *Slide Shop,* or *Booster Packs,* as well as those contained in the *HyperScreen* library. Select <None> next to "Effect:" in the Button Info box. The Stack Disk Menu box will appear.



Select the Sound folder. This Sound folder is divided into three folders: Music, Sound.Effects, and Speech.

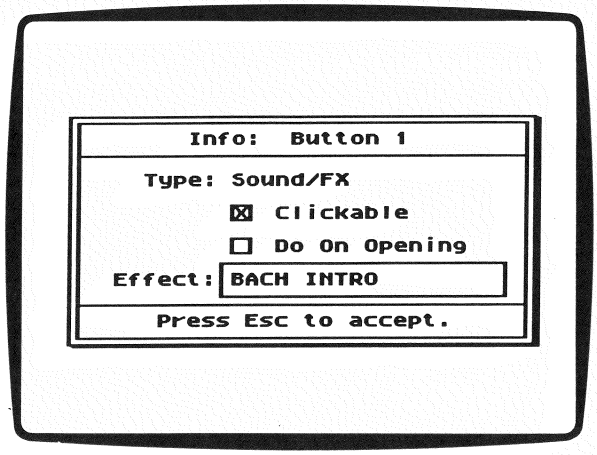


Select the folder that you want to open. Then select the file that you want to hear. When you make a selection, you will hear the sound clip and the Sound/FX menu will appear on your screen:

At this point, you can:

- Select Play Sound/FX to hear the sound clip again.
- Select Remove Sound/FX to remove the sound from your screen and return to the Button Info box.
- Select Change Sound/FX to return to the Disk Menu box where you can select a different sound clip.
- Press Esc or click outside the Sound/FX menu to keep the sound clip and return to the Button Info box.

For example, if you selected the music called Bach.Intro from the Disk Menu box, above, this Button Info box would appear.

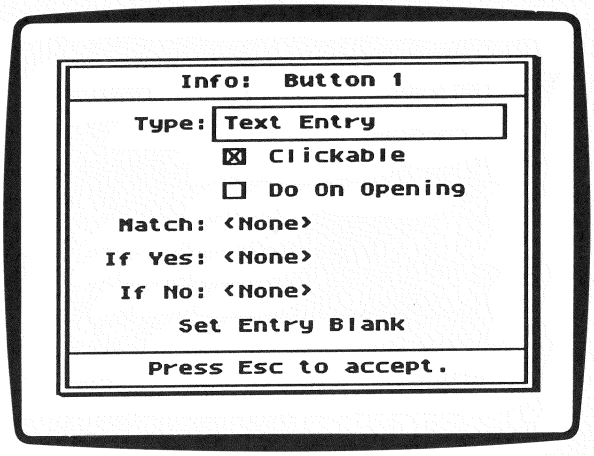


Press Esc to accept the button information and return to your current screen.

NOTE: You can only have one sound clip saved per screen, so all Sound/FX buttons on one screen will play the same sound. This also means that changing the sound for one Sound/FX button changes the sound for all Sound/FX buttons.

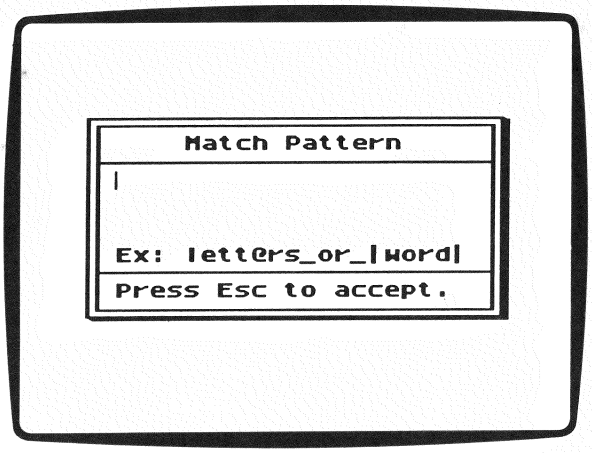
Text Entry A Text Entry button, when clicked, opens up a response area (that can extend a screen width) for your user to type a response and then links to one of two screens depending on the answer. You can set a range of answers by entering a pattern that will be matched to the user's response (match pattern) according to the guidelines on page 69.

When you select this button type from the Button Type menu (see Choosing a Button Type, page 57), the Button Info box that appears will look like this.



NOTE: In the Button Info box, use the Tab key or the arrow keys on the keyboard to move the outlined box over the information or option you wish to change, and then press Return. Another method is to point to the information or option with your pointer device and click.

To enter a match pattern (the range of responses considered correct) for your Text Entry button, select <None> beside "Match:" in the Button Info box. The Match Pattern box will appear.



You can enter up to four lines of 22 characters on each line. To enter your match pattern, follow these guidelines:

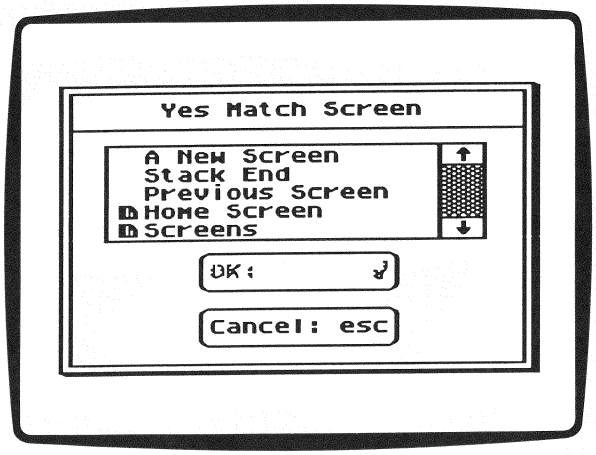
- The program treats upper and lower-case letter as the same, so that "Pattern" or "pattern" will be considered the same response.
- If you simply type a string of characters as the match pattern, such as a word or group of letters, the user's answer will be considered correct if those characters can be found anywhere within the response. For instance, if you type **plan** as your match pattern, both "airplane" or "ivy plant" would match the pattern.
- If you want only an exact word to match, put vertical bars around it in the Match Pattern box. For instance if you want only "plan" to match, type **|plan|** in the Match Pattern box. When you enter a match pattern with vertical bars around it in this way, your user will need to have a non-letter or non-numeral character such as a space or punctuation mark around the typed answer for it to match exactly.
- If you want to allow for variable spellings in the response, use "@" as a wildcard character that will match to any letter or numeral typed in that spot. For instance, if you type **l@tter** as your match pattern, your user could type **letter**, **latter**, or **litter** in the Text Entry box and the answer would match.
- If you want to allow for a variety of answers to match, type **_or_** between possible answers in the Match Pattern box. For instance, if you are asking for the sum of 2 and 2, you could type in the match pattern as **4_or_four**. You can put in as many possible answers between **_or_** as will fit in the Match Pattern box. If your user types any one of the possible answers, it will match.

- If you want to allow for a two-part answer that could be in a varying order or with intervening words, use _and_ between parts or words of your answer. For instance, "T_and_Edison" would match the answers T.Edison, Thomas Edison, or Thomas Alva Edison typed in the Text Entry box.

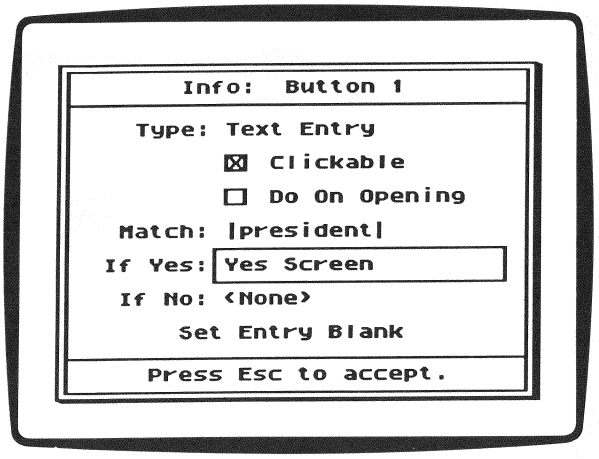
NOTE: You can't mix _and_ and _or_ in the same match pattern.

Press Esc to accept your entered Match Pattern. A portion will appear in the Button Info box.

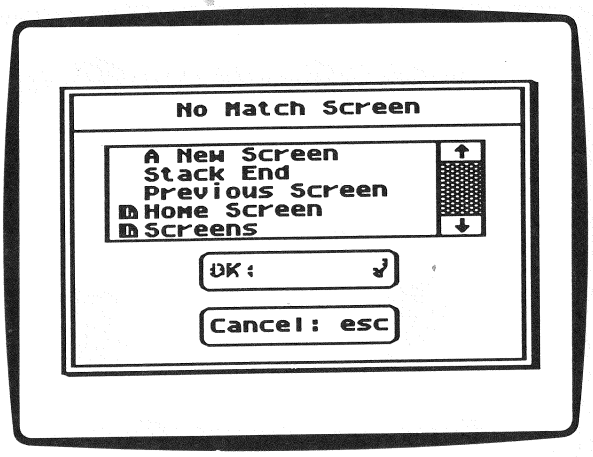
To select the screen that will open for a match, select <None> beside "If Yes:" in the Button Info box. The Yes Match Screen menu will appear.



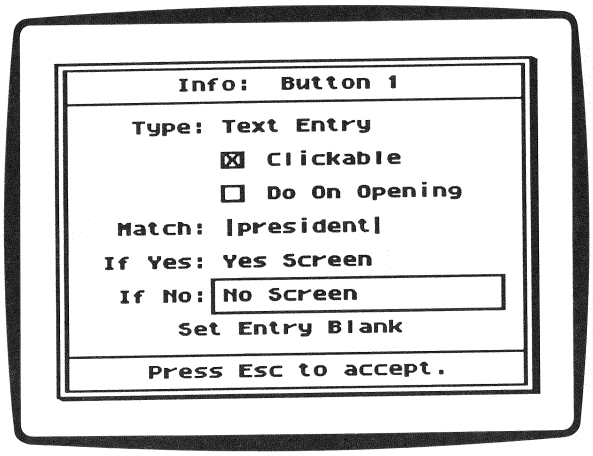
You can link a correct response to a new screen, an already named screen, the previous screen, or Stack End. (See the section on choosing a linking screen, page 59.) After you choose the screen that will open for a correct response, the screen name will appear in the Button Info box.



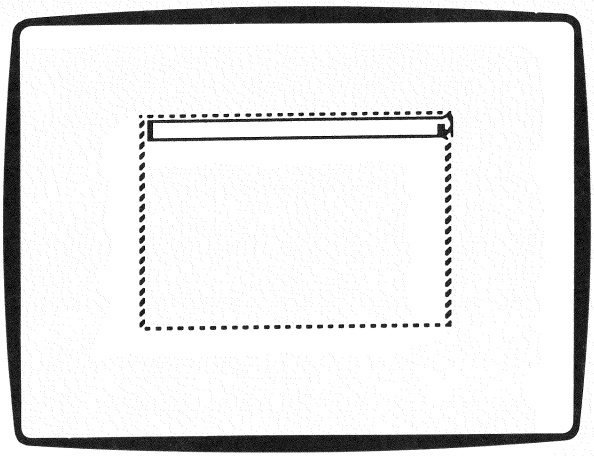
To select the screen that will open for a wrong (non-matching) answer, select <None> beside "If No:" in the Button Info box. The No Match Screen menu will appear.



You can link an incorrect (non-matching) response to a new screen, an already named screen, the previous screen, or Stack End. (See the section on choosing a linking screen, page 59.) After you choose the screen that will open for a non-matching response, the screen name will appear in the Button Info box.



To make the entry blank the area where the user can type a response, select Set Entry Blank from the Button Info box. Your screen will appear with a text-line high cursor box at the top of the Text Entry button.

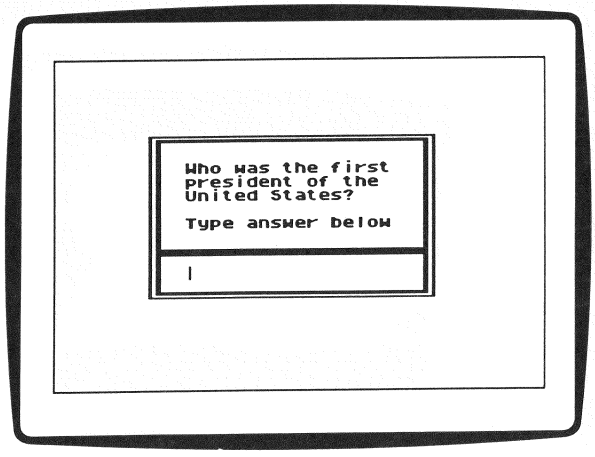


You can position and resize the entry blank just as you do a button. The position and size of the entry blank is independent of the text entry button. (See the section on resizing and moving a button, page 54.) Click inside the entry blank and drag it to your desired location. Make sure that the length of your Text Entry box will accomodate the amount of text your match requires. Pull from the handle to resize. If you pull it to a size higher than a text line, it will spring back to a text-line high size. You can extend the entry blank up to a screen width.

Once you've set your entry blank to your desired size and location, press Esc to return to the Button Info box. Then press Esc to accept the button information.

REMEMBER: You can change any of the information in the Button Info box by clicking that option or name, or by moving the outlined box over the option and pressing Return.

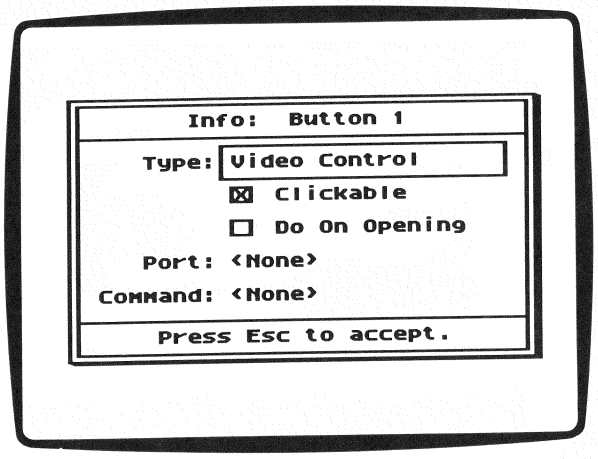
If you click on a Text Entry button while browsing, as in this sample, the cursor will appear in the location you set.



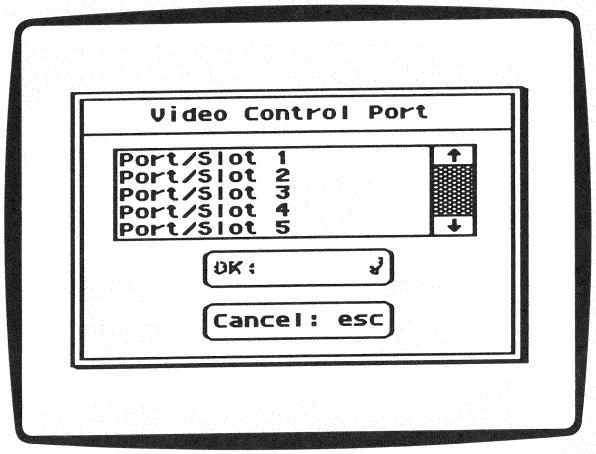
Your user will type in the text and press Return to enter it.

Video Control A Video Control button, when clicked, controls an attached Pioneer LD-V4200 videodisc player. Using the special letter and number codes listed on page 141, you enter a series of commands to control the player. There are 27 commands you can use, along with two special *HyperScreen* commands. For instance, by clicking a button, you could start up and display a series of four still images, with a ten-second wait in between. Or you could show a video clip twice, once at normal speed and then in slow motion. With the Apple Video Overlay card, you can use the Video Control button to show both Video images and *HyperScreen* graphics and buttons on the same screen. See Appendix A for a detailed list of commands, a glossary of terms, and a description of equipment you will need.

When you select this button type from the Button Type menu (see instructions for Choosing a Button Type, page 57), this Button Info box will appear.

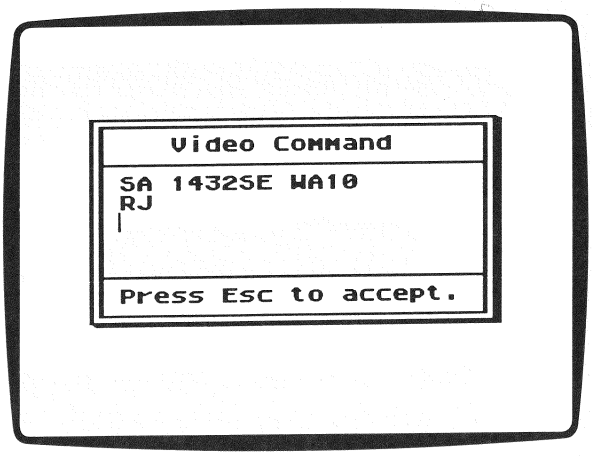


Select <None> next to "Port:" in the Button Info box. The Video Control Port menu will appear.



Choose the port/slot that your videodisc is connected to, such as the modem port.

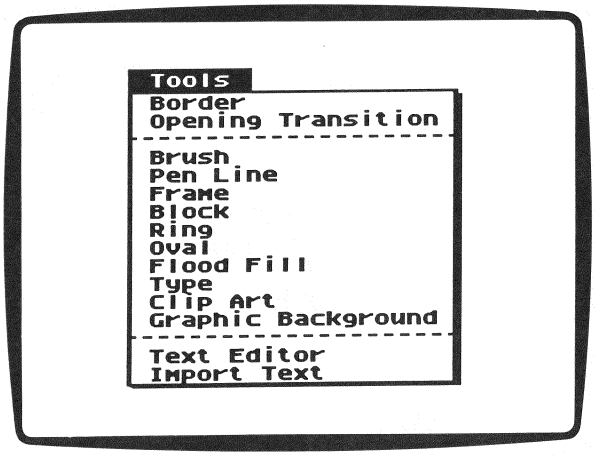
To enter your videodisc command, select <None> next to "Command:" in the Button Info box. The Video command box will appear. Type in your videodisc commands. Each line typed in the box can be up to 20 characters long and must end with a Return. You may use upper- or lowercase letters.



See Appendix A for a detailed list of commands and their uses.

The TOOLS MENU

The TOOLS MENU is divided into three sections.



- The first section contains items that are available for both Graphic and Text screens.
- The second section, between the dotted lines, contains tools that are available only when creating a Graphic screen.
- The third section contains the Text Editor and Import Text features, only available when creating a Text screen.

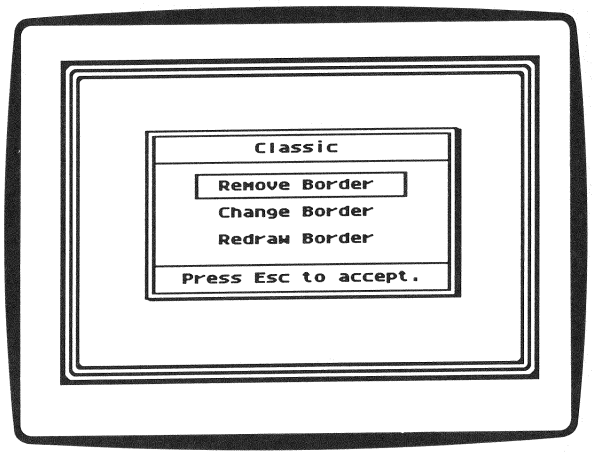
At any point in the program, the available tools will appear in boldface.

When working with the graphic tools, you can use the OPTIONS MENU to set the graphic font, brush shape, line width, or ink color. (See OPTIONS MENU, page 93, for a full description of these menu items.) You can also call up the graphic font, brush shape, line width, and ink color submenus by pressing control keys as you work without having to escape and return to the OPTIONS MENU each time. When you choose a graphic or text tool, the menu bar will disappear, leaving you the full screen for designing. To make the menu bar reappear, either press Esc, or move your pointer into the upper right-hand corner of the screen and leave it there for several seconds. Press Esc again to return to the point from which you escaped and continue working.

Border

Select Border to add a decorative frame to a Text or Graphic screen. You will have a variety of borders to choose from.

When you select Border from the TOOLS MENU, the last used border or the default border (Classic) will automatically be drawn around your screen and the menu bar will disappear. The Border box will appear in the center of your screen with the title Classic at the top.



To erase the Border and return to the screen with theTOOLS MENU open, select Remove Border from the Border box. Press Return or click.

To select a different border:

1. Insert a disk containing borders, such as Disk B, Side 2 into a disk drive.
2. Select Change Border from the Border box. Move the outlined box to Change Border and press Return or click Change Border.
3. The Disk Menu box will appear listing the available folders. Select the Borders folder.
4. A list of files in the Borders folder will appear in the window. Select the border you want. To preview the borders, see Appendix B.
5. When you are satisfied with the border you selected, press Esc or click anywhere outside the Border menu to return to the screen with the TOOLS MENU open.

A check mark (✓) will appear next to the Border item indicating that you've added a border to this screen.

To change the color of your border, see Border Color, page 95.

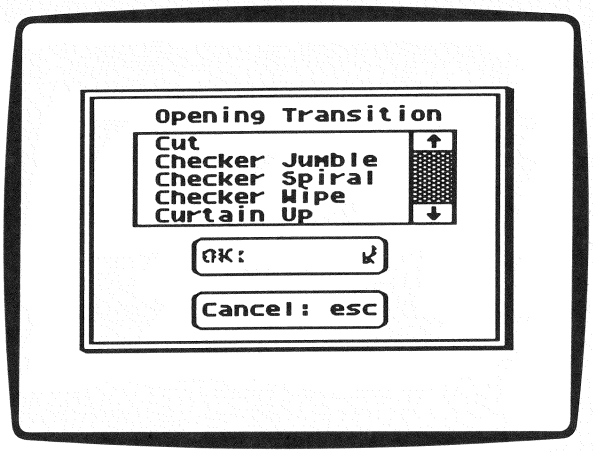
To restore the original border after you've made changes using the graphic tools, select Redraw Border and the program will fix the border.

NOTE: If you used Flood Fill to fill your screen with a color and the color seeped into the border area, select Redraw Border. The original border will reappear on the screen.

Opening Transition

Select this item from the TOOLS MENU to choose a visual effect for your screen when it first appears on the screen. *HyperScreen* provides 15 different opening transitions. For example, use Venetian Blind to make the screen appear in strips as if a venetian blind is being opened. Or use Checker Jumble to make the screen appear in squares like a checkerboard.

After you select Opening Transition, the Opening Transition menu will appear:



To choose a transition:

Keyboard: Use the Up or Down arrow key to scroll through the list of opening transitions. When the transition you want is highlighted, press Return.

Joystick or mouse: Click the arrows on the right of the Opening Transition menu to scroll through the list of transitions. When you see the transition you want, point to it and click the Action button.

That transition will be demonstrated on the screen. To see the transition again, select Preview Screen from the FILE MENU.

When you return to the TOOLS MENU, a check mark (✓) will appear next to Opening Transition indicating that you have added a transition to this screen.

If you do not select an opening transition for a screen, the program will automatically "cut" to the next screen. This means that the next screen will replace the current screen.

IMPORTANT: If you add to or change a screen you have saved, you must save the screen again. For example, if you save a screen and then add an opening transition, you will need to save your screen again to keep that transition.

Graphic Tools

Use the 11 graphic tools to create text and artwork on your Graphic screen.

- Use Brush, Pen Line, Frame, Block, Ring, and Oval to draw your own art.

NOTE: When using the keyboard to draw, the Apple key works the same as the Action button on the joystick, mouse, or touchpad. You must hold down the Apple key as you draw with the arrow keys, and press it to stamp clip art on the screen.

- Use Flood Fill to color original and *HyperScreen* art.
- Use Type to write using graphic fonts.
- Use Clip Art and Graphic Background to select from a variety of *HyperScreen* clip art and graphic backgrounds. You can use clip art and backgrounds from *Slide Shop*, *Super Story Tree*, and *Scholastic Booster Packs*. You can also use any clip art compatible with *The Print Shop*.

Brush

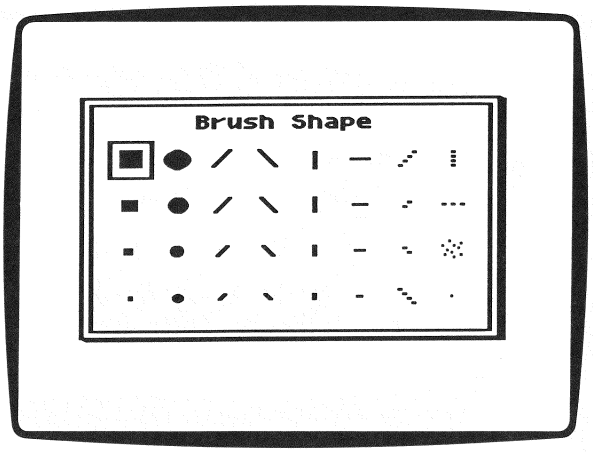
Select Brush to draw freehand designs in a variety of colors and patterns. The color of the brush will be determined by the ink color you have selected from the OPTIONS MENU. This color appears in the small box on the far right of the menu bar. (See Ink Color, page 93.) You can change the ink color while using this tool without escaping to the OPTIONS MENU by pressing Ctrl-I or Tab. The ink color palette will appear and you can select your color and continue drawing. (See page 94 for a complete description of the ink color palette.)

When you select Brush, the menu bar will disappear and a brush shape will appear on your screen, ready for you to begin drawing.

If you have not selected or changed brush shapes from the OPTIONS MENU, your brush will appear in the large square shape. You can change your brush shape at any time as you work in one of these two ways:

1. Press Esc to bring the menu bar into view. Open the OPTIONS MENU and select Brush Shape. The Brush Shape submenu will appear. Select your brush shape. (See instructions on page 96 for using the submenu.) Press Esc again once the OPTIONS MENU reappears to return to your screen. You will see your new brush shape on the screen.

2. Press Ctrl-S and the Brush Shape submenu will appear.



Select one of these brush shapes. The submenu will be cleared from the screen, and your cursor will appear in the brush shape you have selected.

To draw, follow these steps:

1. Move your cursor to the point on the screen where you want to begin drawing.
2. Press and hold down the Apple key (keyboard) or the Action button (joystick or mouse) as you move the cursor. The "ink" will follow the movement of the cursor.

NOTE: If you are using the keyboard, you can toggle between fast and slow cursor movement by pressing the Space Bar.

3. To stop drawing, release the Apple key or Action button.
4. To continue drawing somewhere else on the screen, repeat Steps 1 and 2.
5. To undo the last line drawn, press Ctrl-Z.
6. To select a different brush shape press Ctrl-S to call up the Brush Shape submenu, or, press Esc to return to the menu bar. Open the OPTIONS MENU and select Brush Shape. Then select a new shape from the Brush Shape submenu.
7. To stop drawing and return to the menu bar, press Esc (keyboard) or move your pointer (joystick or mouse) to the extreme upper right-hand corner of your screen.

HINT: The Brush tool is an excellent way to erase mistakes from your Graphic screens. First select the ink color that matches your background color. Then use the Brush to cover (erase) your error. If the area you want to cover is small or oddly shaped, be sure to select the Brush Shape that will most easily cover your mistake without destroying any work you want to leave intact.

You can use these control keys as you draw with the Brush tool:

1. Press Ctrl-I or Tab to change the ink color.
2. Press Ctrl-S to change the brush shape.
3. Press Ctrl-Z to undo the last thing drawn.

Pen Line

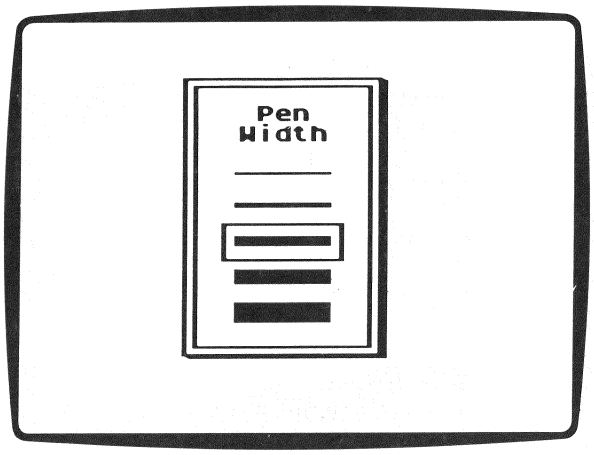
Select Pen Line to draw straight lines in five different widths.

The color of the line will be determined by the ink color you have selected from the OPTIONS MENU. This color appears in the small box on the far right of the menu bar. (See Ink Color, page 93.) Press Ctrl-I or Tab to change the ink color while using this tool without escaping to the OPTIONS MENU. The ink color palette will appear and you can select your color and continue drawing. (See page 94 for a complete description of the ink color palatte.)

When you select Pen Line, the menu bar will disappear and a cursor in a cross-shape will appear on your screen, ready for you to begin drawing.

If you have not selected or changed pen width from the OPTIONS MENU, your line will appear in the narrowest width. You can change your pen width at any time as you work in one of these two ways:

1. Press Esc to bring the menu bar into view. Open the OPTIONS MENU and select Pen Width. The Pen Width submenu will appear. Select your pen width. (See instructions on page 96 for using the submenu.) Press Esc again once the OPTIONS MENU reappears to return to your screen. You can begin using the new pen width on the screen at the point you escaped from.
2. Press Ctrl-W and the Pen Width submenu will appear.



Select one of the pen widths. The submenu will be cleared from the screen, and your cursor will reappear. You can begin drawing in your new pen width.

To draw a line, follow these steps:

1. Move your cursor to the point on your screen where you want the line to begin.
2. Press and hold down the Apple key (keyboard) or Action button (joystick or mouse) as you move the cursor. A line will follow the movement of the cursor.
3. When the line is the correct length and in the proper position, release the Apple key or Action button and the program will redraw the line in the current link color.
4. To draw a line somewhere else on the screen, repeat Steps 1 and 2.
5. To undo the last line drawn, press Ctrl-Z.
6. To select a different pen width, press Ctrl-W as you work to call up the Pen Width submenu, or press Esc to return to the menu bar. Open the OPTIONS MENU and select Pen Width. Then select a new width from the Pen Width submenu.
7. To stop drawing and return to the menu bar, press Esc (keyboard) or move your pointer (joystick or mouse) to the extreme upper right-hand corner of your screen.

HINT: If you want to draw a series of connected straight lines, use the endpoint of one line as the beginning point of the connecting line. Just remember to release the Apple key or Action button to complete one line before you begin another line.

You can use these control keys as you draw with the Pen Line tool:

1. Press Ctrl-I or Tab to change the ink color.
2. Press Ctrl-W to change the pen width.
3. Press Ctrl-Z to undo the last line drawn.

Frame

Select Frame to draw rectangular and square box outlines.

The color of the line will be determined by the ink color you have selected from the OPTIONS MENU. This color appears on in the small box on the far right of the menu bar. (See Ink Color, page 93.) You can change the ink color while using this tool without escaping to the OPTIONS MENU by pressing Ctrl-I or Tab. The ink color palette will appear and you can select your color and continue drawing. (See page 94 for a complete description of the ink color palette.)

When you select Frame, the menu bar will disappear and a cursor in a cross-shape will appear on your screen, ready for you to begin drawing.

If you have not selected or changed pen width from the OPTIONS MENU, your frame will appear in narrowest line width. You can change your pen width at any time when you work in one of these two ways:

1. Press Esc to bring the menu bar into view. Open the OPTIONS MENU and select Pen Width. The Pen Width submenu will appear. Select your pen width. Press Esc again once the OPTIONS MENU reappears to return to your screen. You can begin using the new pen width on the screen at the point you escaped from.

2. Press Ctrl-W and the Pen Width submenu will appear. Select one of the pen widths. The submenu will be cleared from the screen and your cursor will reappear. You can begin drawing in your new pen width.

Follow these instructions to create a frame:

1. Place the cursor at one corner of the frame and hold down the Apple key (keyboard) or Action button (joystick or mouse).
2. Continue holding down the Apple key or Action button, and press the Arrow keys or move your pointing device to stretch the "rubber band" frame in the direction that you want the frame to appear. As you move around the screen, a rectangle will follow the movement.
3. When you've created the frame with the proportions you want, release the Apple key or Action button and the program will redraw the frame in the current ink color.
4. To draw a frame somewhere else on the screen, repeat Steps 1 and 2.
5. To undo the last frame drawn, press Ctrl-Z.
6. To select a different pen width, press Ctrl-W as you work to call up the Pen Width submenu, or press Esc to return to the menu bar. Open the OPTIONS MENU and select Pen Width. Then select a new width from the Pen Width submenu.
7. To stop drawing and return to the menu bar, press Esc (keyboard) or move your pointer (joystick or mouse) to the extreme upper right-hand corner of your screen.

You can use these control keys as you draw with the Frame tool:

1. Press Ctrl-I or Tab to change the ink color.
2. Press Ctrl-W to change the pen width.
3. Press Ctrl-Z to undo the last line drawn.

Block

Select Block to create solid squares and rectangles.

The color of the block will be determined by the ink color you have selected from the OPTIONS MENU. (See Ink Color, page 93.) You can change the ink color while using this tool without escaping to the OPTIONS MENU by pressing Ctrl-I or Tab. The ink color palette will appear and you can select your color and continue drawing. (See page 94 for a complete description of the ink color palette.)

NOTE: Blocks differ from frames in that frames are empty while blocks are filled with a color.

To create a block:

1. Select Block from the TOOLS MENU. Place the cursor at one corner of the block and hold down the Apple key (keyboard) or Action button (joystick or mouse).

2. Continue holding down the Apple key or Action button and press the arrow keys or move your pointing device to stretch the rubber band block in the direction that you want the block to appear. As you move around the screen, the block will follow the movement.
3. When you've created a block with the proper proportions, release the Apple key or Action button and the program will redraw the block in the current ink color.
4. To see the menu bar, press Esc or move the cursor to the upper right-hand corner of the screen.

The Block tool is also handy when you want to create a text window. For example, to add text to a colored area of a graphic background, you can place a white block where you want the text to appear. Then type inside the block using a different color ink.

You can use these control keys as you draw with the Block tool:

1. Press Ctrl-I or Tab to change the ink color.
2. Press Ctrl-Z to undo the last block drawn.

Ring

Select Ring to draw circular or oval lines in a variety of line widths.

The color of the ring will be determined by the ink color you have selected from the OPTIONS MENU. (See Ink Color, page 93.) You can change the ink color while using this tool without escaping to the OPTIONS MENU by pressing Ctrl-I or Tab. The ink color palette will appear and you can select your color and continue drawing. (See page 94 for a complete description of the ink color palette.)

When you select Ring, the menu bar will disappear and a cursor in a cross-shape will appear on your screen, ready for you to begin drawing.

If you have not selected or changed pen width from the OPTIONS MENU, your ring will appear in the narrowest line width. You can change your pen width at any time when you work in one of these two ways:

1. Press Esc to bring the menu bar into view. Open the OPTIONS MENU and select Pen Width. The Pen Width submenu will appear. Select your pen width. (See instructions on page 96 for using the submenu.) Press Esc again once the OPTIONS MENU reappears to return to your screen. You can begin using the new pen width on the screen at the point you escaped from.
2. Press Ctrl-W and the Pen Width submenu will appear. Select one of the pen widths. The submenu will be cleared from the screen, and your cursor will reappear. You can begin drawing in your new pen width.

To draw a ring:

1. Place the cursor at the screen location where you want the ring to begin and press the Apple key (keyboard) or Action button (joystick or mouse).

2. Hold down the Apple key or Action button and use the arrow keys or move the mouse or joystick to begin drawing the ring. When you draw up or down, the ring will become tall and narrow. Moving sideways will make short and wide rings. To draw circles, move diagonally from the starting point.
3. When the ring is the size and shape you want, release the Apple key or Action button.
4. To draw a ring somewhere else on the screen, repeat Steps 1 and 2.
5. To undo the last line drawn, press Ctrl-Z.
6. To select a different pen width, press Ctrl-W as you work to call up the Pen Width submenu, or press Esc to return to the menu bar. Open the OPTIONS MENU and select Pen Width. Then select a new width from the Pen Width submenu.
7. To stop drawing and return to the menu bar, press Esc (keyboard) or move your pointer (joystick or mouse) to the extreme upper right-hand corner of your screen.

You can use these control keys as you draw with the Ring tool:

1. Press Ctrl-I to change the ink color.
2. Press Ctrl-W to change the pen width.
3. Press Ctrl-Z to undo the last line drawn.

Oval

Use the Oval item to create solid circles and ovals.

The color of the oval will be determined by the ink color you have selected from the OPTIONS MENU. This color appears in the small box on the far right of the menu bar. (See Ink Color, page 93.) You can change the ink color while using this tool without escaping to the OPTIONS MENU by pressing Ctrl-I. The ink color palette will appear and you can select your color and continue drawing. (See page 94 for a complete description of the ink color palette.)

Follow these steps to draw a solid oval:

1. Select Oval from the TOOLS MENU.
2. Place the cursor at the screen location where you want the oval to begin and press the Apple key (keyboard) or Action button (joystick or mouse).
3. Hold down the Apple key or Action button and use the Arrow keys or move the joystick or mouse to begin drawing the oval. When you draw up or down, the oval will become tall and narrow. Moving sideways will make short and wide ovals. To draw circles, move diagonally from the starting point.
4. When the oval is the size and shape you want, release the Apple key or Action button.

You can use these control keys as you draw with the Oval tool:

1. Press Ctrl-I or Tab to change the ink color.
2. Press Ctrl-Z to undo the last line drawn.

Flood Fill

Use Flood Fill to fill black or white areas of the screen with color.

The flood fill color is the ink color you have selected from the OPTIONS MENU. This color appears in the small box on the far right of the menu bar. (See Ink Color, page 93.) You can change the ink color while using this tool without escaping to the OPTIONS MENU by pressing Ctrl-I or Tab. The ink color palette will appear and you can select your color and continue flood filling. (See page 94 for a complete description of the ink color palette.)

Here is how it works:

1. Select Flood Fill from the TOOLS MENU.
2. Place the cursor inside the black or white area you want to fill.
3. Press the Apple key (keyboard) or Action button (joystick or mouse) to fill the area.

IMPORTANT: Flood Fill will leak out of an area that is not completely enclosed. It works only on black or white areas.

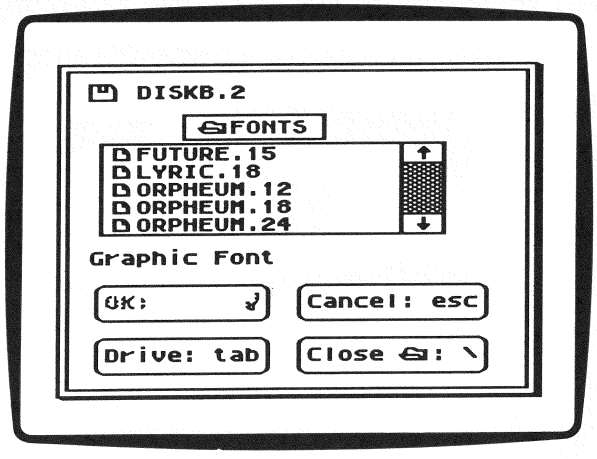
If you want to fill a small area, your cursor must be located inside the area you want to fill. If your cursor overlaps the outline of the area, you will get an error message. The program thinks you are trying to fill a pattern, rather than a solid black or white area. Press Return or click OK. Then try again and make sure your cursor is completely within the area that you want to fill.

You can use these control keys as you use Flood Fill:

1. Press Ctrl-I or Tab to change the ink color.
2. Press Ctrl-Z to undo the last Flood Fill.

Type

Use Type to add text to your Graphic screens in any of the following type fonts:

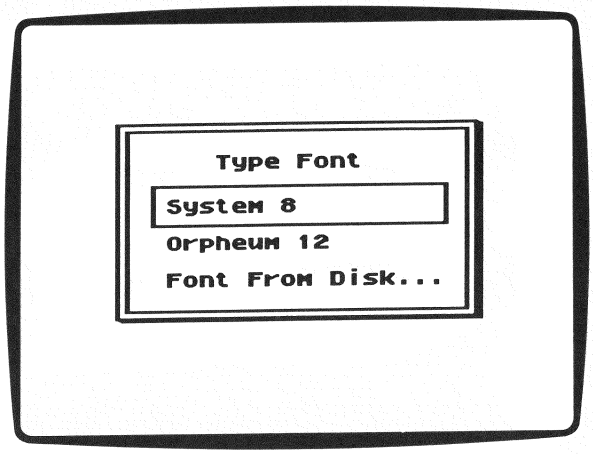


To select a color for your text, see Ink Color, page 93. You can change the ink color while typing without escaping to the OPTIONS MENU by pressing Ctrl-I or Tab. The ink color palette will appear and you can select your color and continue typing. Follow these instructions to add text to your Graphics screen:

1. Select Type from the TOOLS MENU. A cursor will appear on the screen. Unless you have changed the graphic font, your text will appear in the System 8 font.
2. Before you begin typing, move the cursor to the point on your screen where you want to set your left margin and press the Apple key (keyboard) or Action button (joystick or mouse). To reset your margin, press Esc, move your cursor to a new position, and press the Apple key or Action button.
3. Type your text. Text normally appears on a transparent background. If you want a white background surrounding the text, press Ctrl-B before you begin typing. Press Ctrl-B again to create a transparent background again.

You can combine different fonts on a single Graphic screen. To change fonts, use either of these methods:

1. Press Esc to return to the menu bar and open the OPTIONS MENU. Then select Graphic Font. Follow the instructions for using the submenu below or see page 97. When you have selected your font, you will return to the OPTIONS MENU. Press Esc to return to your current screen at the point you escaped.
2. Press Ctrl-F. The Type Font submenu will appear on your screen:



The System 8 and Orpheum 12 fonts are stored on the *HyperScreen* program disk. If you select either of these fonts, the Type Font submenu will disappear and you will be ready to begin typing.

If you want to use a different font, insert Side 2 of *HyperScreen* Disk B or a disk with compatible fonts into a drive and select Font From Disk. The Disk Menu box will appear on your screen. Select the Fonts folder. Then select the font you want to use.

When you call up the Type Font submenu, if you had previously selected a font from the disk, you'll notice the font you selected has replaced Orpheum 12 on the Type Font submenu. You can select one of these fonts, or you can choose the Font From Disk option to select another font from the Fonts folder.

You can use these control keys as you type:

1. Press Ctrl-I or Tab to change the ink color.
2. Press Ctrl-F to change the pen width.
3. Press Ctrl-B to alternate between a transparent and opaque white background.

Clip Art

Select Clip Art to load clip art onto your screen. The *HyperScreen* package includes an assortment of clip art to enhance your creations. You can also use *Slide Shop*, *Super Story Tree*, *Scholastic Booster Packs*, or any of the *The Print Shop* compatible clip art with the *HyperScreen* program. In addition, you can create and save your own full-color clip art.

Using the Clip Art Libraries

HyperScreen, *Super Story Tree*, *Scholastic Booster Packs*, *Slide Shop*, and *The Print Shop* compatible clip art appears as a blank outline image on your screen. This means that the "inside" of the clip art will be the same color as the background on which you place it. To color your clip art, stamp it on a white background. Then use the Flood Fill tool to fill areas of the clip art with color. (See Flood Fill, page 84.)

HINT: If you have a screen with a colored background, and you want to add and color clip art, press Ctrl-B to create an opaque white background for the clip art. Later, you can use the Flood Fill tool to color the clip art and the surrounding white areas. Press Ctrl-B again and the clip art will appear in inverse. That is, the clip art background will remain transparent, but the black lines will appear in the background's opposing color (for example, white on black, red on blue).

NOTE: Some of HyperScreen*'s clip art icons contain color.*

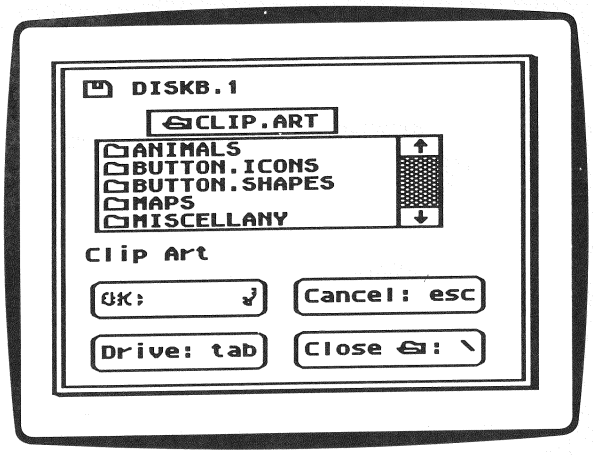
Selecting a Piece of Clip Art

To select a piece of clip art, follow these instructions.

NOTE: HyperScreen, Super Story Tree, Slide Shop, *and* The Print Shop *clip art are handled in the same manner. You do not need to convert* The Print Shop *clip art to ProDOS to use it with* HyperScreen.

1. Insert the disk containing your clip art into a disk drive. (The *HyperScreen* Clip Art Library is stored on Side 1 of Disk B.)

2. Select the Clip Art item from the TOOLS MENU. The Disk Menu box will appear on your screen.



3. The *HyperScreen* clip art is stored in folders that contain groups of related clip art. Select the folder that you want to open. (To preview the clip art in each folder, see Appendix B.) To close a new folder, press the \ key (keyboard) or click Close (joystick or mouse). Then select the folder you want. A list of the clip art files in that folder will appear in the menu window.
4. Select a clip art file. That clip art will appear on your screen. If you are not satisfied with your selection, press Esc to return to the Disk Menu box where you can select another piece of clip art.
5. Move the clip art by using the arrow keys or pointing device. You can flip it horizontally by pressing H or vertically by pressing V. Press the H or V key again to flip the clip art back to its original position.

HINT: If you have a screen with a colored background and you want to add and color clip art, press Ctrl-B to create an opaque white background for the clip art. Then use the Flood Fill tool to color the clip art and the surrounding white areas. Press Ctrl-B again and the clip art will appear in inverse, i.e., the clip art background will remain transparent, but the black lines will appear in the background's opposing color (for example, white on black, red on blue).

6. Stamp the clip art on the screen by pressing the Apple key or Action button.

You can stamp the clip art as frequently as you like on a single screen. When you have finished stamping clip art, press Esc. The last piece of clip art you selected will be temporarily stored in the clipboard used by the Paste item. (See Paste, page 52.)

Coloring Your Clip Art

The easiest way to color your clip art is to use the Flood Fill item. Since you can only fill white or black areas, you should stamp your clip art on a white background before adding background color to your screen.

You can also use *HyperScreen's* drawing tools to color or embellish clip art, although this technique requires more time and drawing skill than using the Flood Fill tool.

Graphic Background

Select this item to load background art onto your screen. *HyperScreen* includes an assortment of graphic backgrounds which you can use to enhance your screen. Graphic Backgrounds are stored on Side 1 of Disk B.

Graphic Backgrounds are specially designed full-screen backgrounds that often include blank space where you can draw, add text, or clip art.

The collection of *HyperScreen* graphic backgrounds on your disk are shown in Appendix B. You can also use the wide array of graphic backgrounds from *Slide Shop*, *Super Story Tree*, or *Scholastic Booster Packs*.

To select a graphic background, follow these instructions:

1. Insert the Graphic Background disk in a drive (Disk B, Side 1 or another disk containing the graphic background you want).
2. Select Graphic Background from the TOOLS MENU.

NOTE: If you select a graphic background and there are already graphics or text on the screen, the program will warn you that you are about to erase the screen if you have not already saved it. If you don't want to erase what is on the screen, press Esc or click Cancel.

3. The Disk Menu box will appear on your screen. Select the file you want to open.
4. The Disk Menu box will disappear and the background you selected will fill the screen.
5. Press Esc. The Disk Menu box will appear on your screen. You can select another background. When you're satisfied with your selection, press Esc or click Cancel to keep the background and return to the menu bar.

To remove the background from the screen, select Clear from the EDIT MENU.

Select Graphic Background when you want to use full-screen graphics that were created with compatible paint programs. You can also use this feature to import screens from your *Slide Shop* shows or pages from *Super Story Tree*.

Using *HyperScreen* with Other Graphics Programs and Utilities

Graphics created with any paint program that supports standard single hi-res graphics for the Apple can be used with *HyperScreen* and easily incorporated into your screen presentations. This includes both ProDOS and DOS 3.3 graphics programs such as *816 Paint™, MousePaint™, Stickybear® Draw, Blazing Paddles™, Graphics Magician™,* and many more. You can even use Logo screens stored as single hi-res graphics. You can also use any video digitizing system that saves images as single hi-res graphics, for example, *Computer Eyes™* or *Thunderscan®*, to create images for your stories.

HyperScreen also contains a special save feature which allows you to export *HyperScreen* graphics to other paint programs in case you need to use more specialized paint programs. However, you can export *HyperScreen* images directly only to compatible ProDOS programs such as *816 Paint*. You will need to convert your *HyperScreen* graphics for use with DOS 3.3 programs. (See Export Screen Image, page 48.)

Using *SuperPrint* Clip Art with *HyperScreen*

To use *SuperPrint* Clip Art with *HyperScreen*, you will first need to convert the graphics using the *Pelican Graphics Converter™* program. The *Pelican Graphics Converter* is available as a separate Scholastic product (product number 86348). To order, call 800-541-5513. In Missouri, call 800-392-2179.

Text Tools

Use the Text Editor and Import Text features of the TOOLS MENU to design your text screens. Special keys work on text pages to form a rounded box for your buttons and to place arrows on your screen (see page 91).

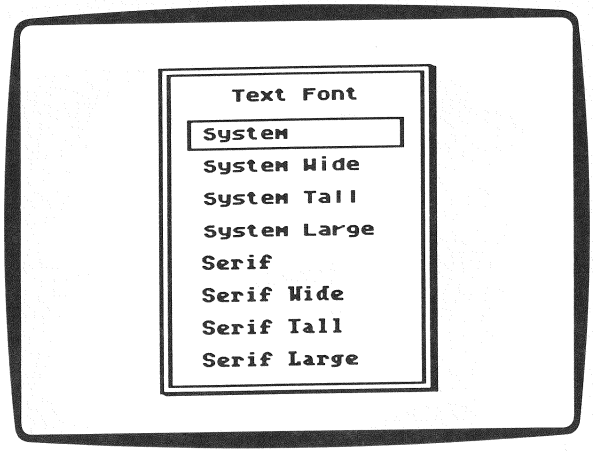
Text Editor

Select Text Editor from the TOOLS MENU to use *HyperScreen's* built-in word processor. You can add text to your Text screens in a variety of fonts.

NOTE: To add text to a Graphic screen, choose the Type option from the TOOLS MENU.

To enter text, use the Space Bar and the Return key to position your cursor. Then begin typing.

To change text fonts, Press escape to return to the menu bar. Select Text Font from the OPTIONS MENU. (See Text Font, page 98.) The Text Fonts submenu will appear on the screen.



NOTE: You can use one text font per screen. You can, however, change fonts at any time. When you select a new font, any text on your screen will change to the new font.

After you select a font, you will have the full screen to type your text.

The vertical cursor bar indicates that you are in the Insert typing mode. In the Insert mode, when you move the cursor into a block of text, all the text to the right of the cursor moves right when you insert text and moves left when you delete text.

To toggle between the Insert and Typeover modes, press Ctrl-E. In the Typeover mode, when you move the cursor into a block of text and begin typing, the new text will cover, or "typeover," the old text. The horizontal underline cursor indicates that you are in Typeover mode.

The following editing commands are available when you are using the Text Editor:

Use:	**To:**
Arrow Keys	Move the cursor up, down, left, and right
Delete, Ctrl-D	Delete backward, erasing the character to the cursor's left
Ctrl-F	Delete forward, erasing character to cursor's right
Ctrl-X	Clear text; erase all characters
Ctrl-Z	Undo editing; restore original text
Ctrl-E	Toggle between Insert and Typeover typing modes
Esc	Finish editing, and return to the menu bar

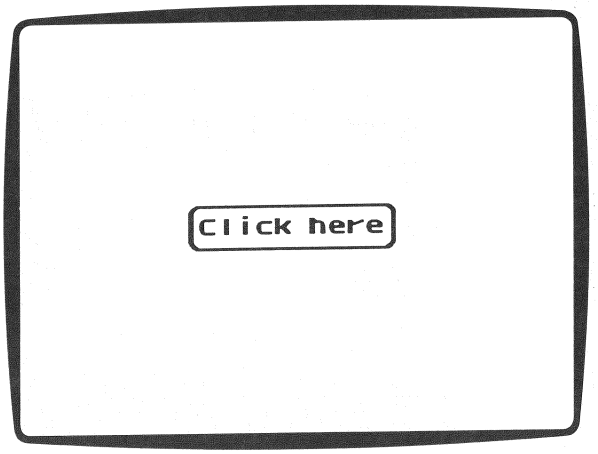
NOTE: You can substitute the Apple key for the Control key in each Control key combination above.

You can use the Text Editor with any color in the *HyperScreen* Color Palette. (See Ink Color, page 93.) However, you can use only one ink color on a single Text screen. If you change ink colors at any point in the design of your Text screen, all text on the screen will appear in the new color you have selected. You can also choose different background colors for your Text screens. (See Text Background, page 98.)

Special Feature: A Rounded-corner Button Box
You can make a special box on your text screen to design buttons. This comes in handy for enclosing prompts and putting buttons on your screens. Here's a list of the eight keys you'll use to do this.

Press:	**To create this section:**	
{ (Shift-[)	top left corner	(⌜)
[	bottom left corner	(⌞)
} (Shift-])	top right corner	(⌝)
]	bottom right corner	(⌟)
\	top or bottom line of box	(—)
| (Shift-\)	right or left side of box	(|)

A button box might look something like this:



Special Feature: Screen Arrows

You can create arrows on your screen with special keys, especially useful in designing buttons on your text screens.

Press ` for a right arrow (→)

Press ~ (Shift ') for a left arrow (←)

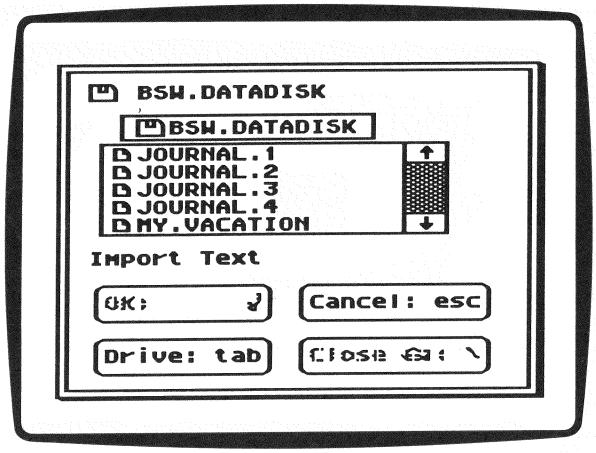
Import Text

With the Import Text feature of the TOOLS MENU, you can import text from compatible word processors, *Super Story Tree* text pages, or *Slide Shop* text slides to your *HyperScreen* screens.

The file of text you can import can be of type BIN or TXT on DOS 3.3 or ProDOS disks.

Imported text appears in the font and color you are currently using. You can't import special formatting codes, such as tabs or centering, in the text.

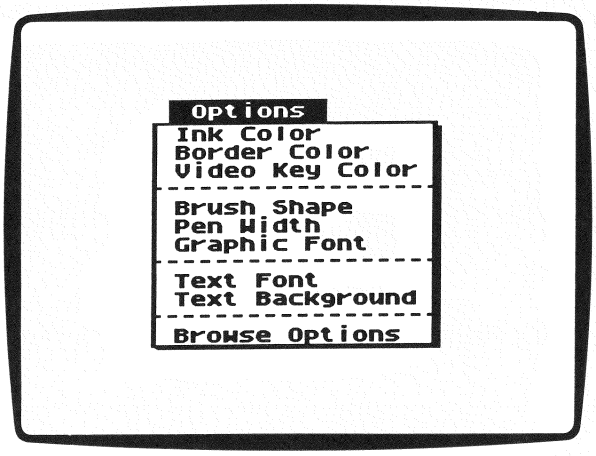
When you select Import Text, the Disk Menu box appears.



Select the file of text you want to import.

The OPTIONS MENU

The OPTIONS MENU allows you to set a number of options for Text and Graphic screens before you use the graphic or text tools. The OPTIONS MENU is divided into four sections.



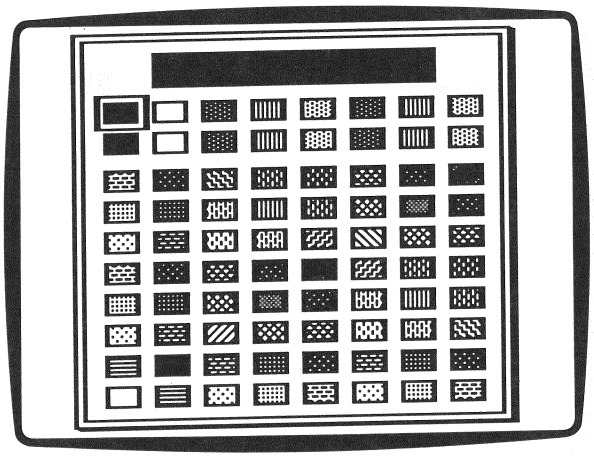
- The first section contains items to set for both Graphic and Text screens, including ink, border, and video key color (the color that will indicate where a video image will show through on the screen when overlaying computer graphics and video).
- The second section, between the dotted lines, contains items to set only when creating a Graphic screen.
- The third section contains items to set for Text screens.
- The fourth section contains the item for setting Browse Options.

Ink Color

Select this option to choose the color that appears on your screen when you use the Brush, Pen Line, Frame, Block, Ring, Oval, Flood Fill, Type, and Text Editor tools. The current ink color is displayed in the small box on the upper right-hand side of the menu bar.

Selecting an Ink Color

Each time you load the *HyperScreen* program, the ink color will be set to black until you select a new color. To change colors, open the OPTIONS MENU and select the Ink Color option. The *HyperScreen* Color Palette will appear on your screen.



The current color will be enclosed in a black frame. It will also appear in the large rectangle at the top of the palette.

To select a new color, use the arrow keys or the pointer to move the cursor box over the color you want, and then press Return or click the Action button.

After you choose a color, the palette will close and you will return to the menu bar. Notice that the color you chose will now appear in the color window on the upper right-hand side of the menu bar.

NOTE: When working with a Text screen, selecting a different ink color will change the color of all text that is currently on the screen.

The *HyperScreen* Color Palette

Because of the way Apple computers display colors, certain colors from the palette will "clash." This means when they are placed side by side, pixels of one color will cause pixels of a clashing group to change color.

The *HyperScreen* Color Palette is designed to minimize clashing and to give you the maximum number of color choices. Row 1 of the palette consists of colors that can be used together without clashing. Similarly, Row 2 of the palette consists of colors that can be used together without clashing. However, if you place a color from Row 1 directly beside a color from Row 2, clashing will occur.

You'll notice that Rows 1 and 2 both contain black and white. While these colors look identical, they will react differently on your screen. To avoid clashing, choose the black or white from the row of colors you are working in. For example, if you want to type black letters on a background color from Row 2, choose the black from Row 2.

HINT: Mixing blacks or whites from Rows 1 and 2 will not cause clashing.

The colors in Rows 3 through 10 have been created by mixing colors from Rows 1 and 2. Any of these colors can be used together without clashing. For example, you can use a blue from Row 6 with a green from Row 9 without clashing.

There may be a degree of clashing when placing colors from Rows 3 through 10 adjacent to the colors from Rows 1 and 2.

NOTE: All colors can be used on the same screen. Clashing occurs only when colors from Rows 1 and 2 are placed side-by-side or on top of each other (for example, placing colored text from Row 1 on a background color from Row 2).

Border Color

Select this option to select a color for your Text or Graphic screen border. You will change the black border design to the color you chose, while the border background will remain white. If you are working on a Graphic screen, you can use the Flood Fill option or one of the other drawing tools to color in the white.

To change border color, when the color palette appears, select the new color for your border color.

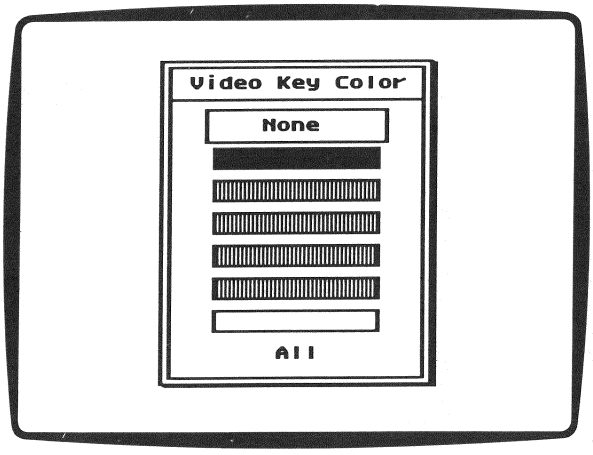
NOTE: Changing the border colors will sometimes change the design of your border. If this happens and you do not like how it looks, select Undo from the EDIT MENU. If it is too late to undo the color, select Border Color again. Then select Black from the Color Palette. Your border will return to black.

Once you select a border color, all subsequent borders you select will appear in that color until you select a different border color or quit the program.

Video Key Color

This option works with a Video Overlay Card on your computer. With the Video Key Color option you can create exciting mixes of text, computer graphics, and video on a single screen. When you select a key color, everything on your computer screen in that color will appear transparent, and the Video image will show through.

When you select Video Key Color, the Video Key Color options menu will appear.

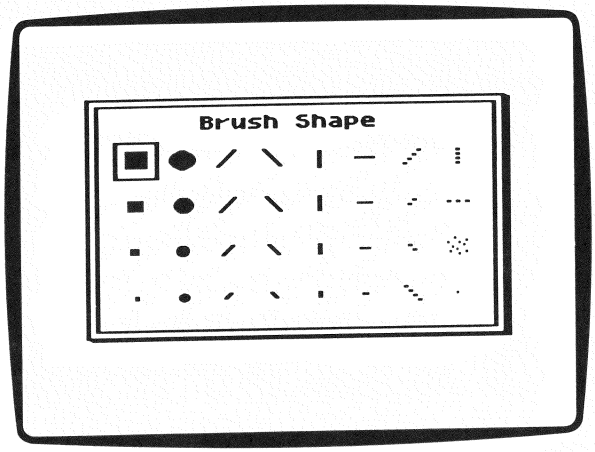


You can select from six high-resolution colors. Select None if you don't wish to show any video. Select All if you wish to show only the video and not the computer screen.

Brush Shape

Select this item to choose from a set of 32 brush shapes, before using the Brush, or to change the brush shape while drawing.

The Brush Shape submenu will appear.



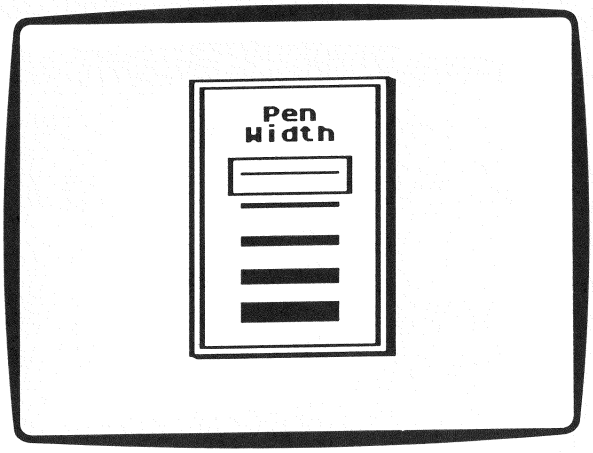
Click your selection, or move the outlined box over your selection with the Tab or arrow keys, then press Return. When you select Brush from the TOOLS MENU, your brush will appear in your selected shape.

REMINDER: You can press Ctrl-S to select from the Brush Shape submenu while using the Brush without escaping to the menu bar and opening the OPTIONS MENU.

Pen Width

Select this item to choose from a set of five pen widths before using the Pen Line, Ring, or Frame, or to change the pen width while drawing.

The Pen Width submenu will appear.

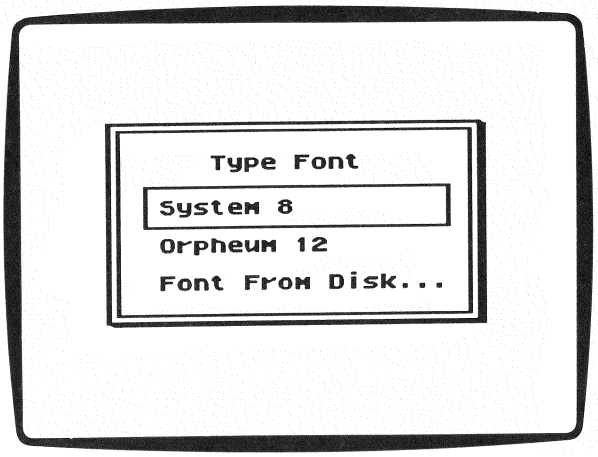


Click your selection, or move the outlined box over your selection with the Tab or arrow keys, then press Return. When you select Pen Line, Ring, or Frame from the TOOLS MENU, your pen will draw in your selected width.

REMINDER: You can press Ctrl-W to select from the Pen Width submenu while using the Brush without using OPTIONS MENU.

Graphic Font

Select Graphic Font to change fonts before typing on your Graphic screens, or during typing. When you select Graphic font, the Type Font box will appear.



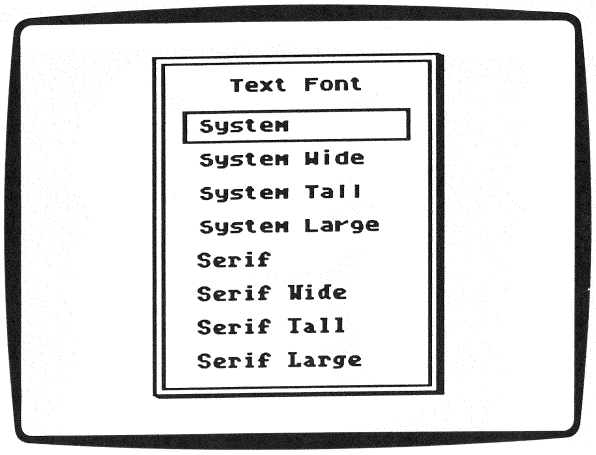
Select System 8 or Orpheum 12.

To use a different font, insert Side 2 of Disk B (or a *Super Story Tree* or *Slide Shop* disk containing the font you want) into a drive and select Font From Disk. The Disk Menu box will appear on your screen. Select the Fonts folder. Then select the font you want to use.

REMEMBER: You can change graphic fonts while typing on your Graphic screens without using the OPTIONS MENU by pressing Ctrl-F.

Text Font

Select Text Font to change fonts before or during typing on your Text screens. You can select from serif and non-serif fonts in four sizes. When you select Text Font, the Text Font menu will appear.



Select the Font you wish to use.

Text Background

Select Text Background to change the background color in the design of your Text screens. The new background color will fill the screen behind any existing text if you escape to the menu bar and change colors as you work.

NOTE: The Text Background option is available only when you are creating Text screens. It is not available for Graphics screens.

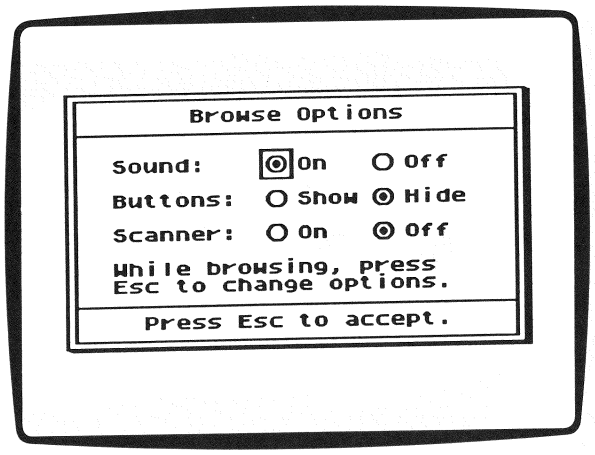
When you select Text Background, the color palette will appear on your screen. Select the color you want. That color will fill the screen behind any existing text.

If the text color clashes with the background color, the background directly behind the text will be a color other than the background color you selected. If you do not like this effect, select new colors that are compatible. (For more information, see the *HyperScreen* Color Palette, page 94.)

HINT: To obtain the highest resolution and most legible screens, select either black type on a white background or white type on a black background.

Browse Options

Select Browse Options to preset the options for your creation while it is being browsed through. When you select Browse Options, this Browse Options box will appear.



Darken the circle by moving the outlined box and pressing Return or clicking the option you choose.

You can choose to turn sound on or off.

If you choose to show buttons, clickable buttons will appear in an outlined box while browsing.

You can turn the Scanner feature on or off (see page 10).

Press Esc to accept the Browse Options.

REMEMBER: You can Press Esc at any time while browsing to use the complete Browse Options box, including selecting which screen to begin at.

Correcting Mistakes

There are several ways to correct mistakes on your Text and Graphic screens.

Many of the hints in the TOOLS MENU section of this Reference Guide suggest ways you can use various tools to erase errors. For example, with Graphic screens you can use the Brush tool as an eraser. Select the ink color that matches your background color. Then use the Brush tool to erase, or cover, the mistake.

You can use the Block tool to quickly cover larger areas of your screen. You may want to select a different ink color immediately after you correct your mistake to avoid confusion later. If you use a drawing tool and nothing appears on the screen, check the ink color.

In some cases, you can use the Copy tool to copy a block of your Graphic screen, then stamp that block over your mistake. This eliminates the need to change ink colors, but can only be used when you have a block of background that matches the background area you want to erase.

You can use the Cut tool to erase blocks of screen when using a white background. Remember that the cut portion will replace any contents in your clipboard.

If you are designing a Text screen, you should use the text editing commands to delete text from your Text screens. (See Text Editor, page 89.)

Finally, don't forget the Undo and Clear options on the EDIT MENU. These options make it quick and easy to correct mistakes.

PART 3: BROWSING THROUGH A *HYPERSCREEN* CREATION

Browsing Through a Stack From the Menu Bar

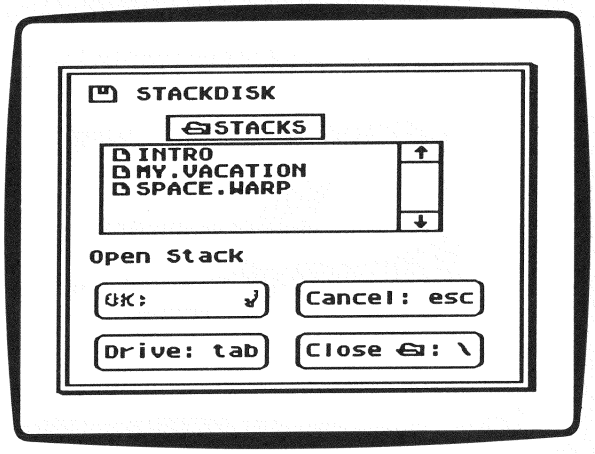
You can browse through a stack from *HyperScreen's* menu bar. This is useful if you want to test your stack while you are designing it to make sure it works the way you wish.

You can create a special browse mode by turning off all pointing devices. First select Pointer Setup from the APPLE MENU, and then choose the Keyboard Mouse option. In this mode, you will use the arrow keys on the keyboard to jump from button to button and make your choice. If you have no pointing device attached, this will automatically be your browse mode.

You might first want to set the Browse options, such as sound, showing buttons, and using the scanner from the Browse Options on the OPTIONS MENU. (See page 99.)

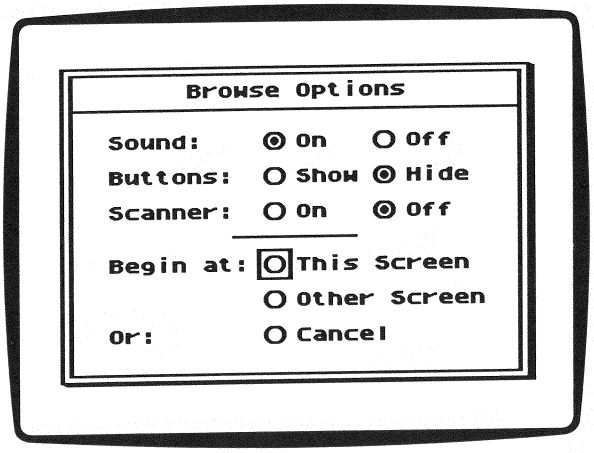
To browse:

1. Make sure the appropriate Stack disk is in the drive.
2. If you are not already working on the stack you want to browse through, choose Open Stack from the FILE MENU. Then select the stack you want to browse through from the Disk Menu box.



3. Now select Browse from the FILE MENU. You will begin browsing according to your selected Browse Options on the OPTIONS MENU. If you have not selected these, you will begin at the first screen with sound on, without buttons showing, and without the Scanner feature.

4. Press Esc while browsing to make the Browse Options box appear. Select whether you want to browse through the stack with sound, to show buttons, and select the screen from which you want to begin reading.



The darkened circles indicate the current setting. You can change these settings. You can:

- select whether you want to hear sound or not.
- select whether you want to show buttons or not. If you show buttons, they will appear in an outlined frame.
- select whether or not you want to use the Scanner. The Scanner outlines buttons one after another. You press the Space Bar or click your pointing device to select a button using the Scanner. (See Scanner, page 10.)
- select which screen you want to begin on.

TIP: Be sure to select which screen to begin at, if you wish to continue browsing. If you press Esc again or click Cancel, you will return to the menu bar and leave the browse mode.

5. Browse through the stack. Press Esc to quit the stack before the end. Pressing Esc once brings you to the Browse Options box. You can change the controls, click Cancel or press Esc to return to the menu bar.

For additional ease in browsing, you can press a single key for these functions.

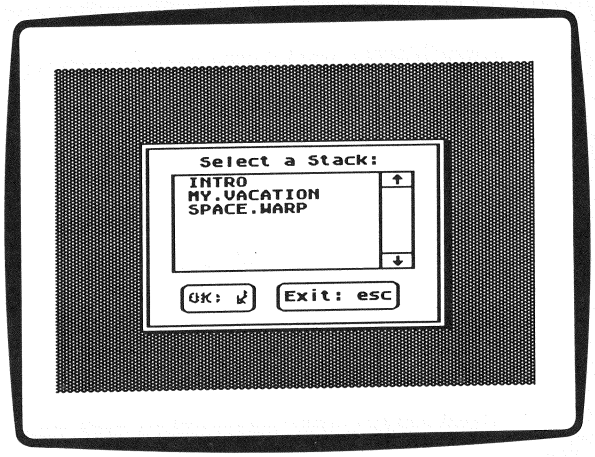
Press:	**To:**
B	Show clickable buttons in an outline on screen. Hide the outlines by pressing again.
arrow keys	Move the pointer hand if a mouse is attached, but not if a joystick or touchpad is attached.

	Move the pointer hand from one button to the next in button number order, if no pointing device is attached.
Space Bar	Toggle between one-pixel long and ten-pixel long jumps of the pointer hand across the screen, when using the arrow keys to move.
<	Back up to the last screen you viewed. You can repeat this all the way back to where you began browsing at the current stack.

Browsing Through a Stack From a Stack Disk

To browse through a stack from a self-booting Stack disk:

1. Insert the Stack disk in Drive 1 of your computer.
2. Turn on your computer and monitor. If the computer is already on, press the Control, Open Apple, and Reset keys simultaneously or select the program STACK.SYSTEM if you are using a program selector such as GS/OS
3. If more than one stack is saved on the disk, the Stack menu will appear. Select the stack you want to browse through.



4. You can press Esc at any time to use the Browse Options box or to quit browsing. When you press Esc, the Browse Options box will appear.

If you like, you can change the browse options and browse through the stack again. Be sure to select at which screen to begin, if you wish to continue browsing. To quit the stack, press Esc again or click Cancel on the Browse Options box.

TUTORIAL: HOW TO MAKE YOUR FIRST *SCHOLASTIC HYPERSCREEN* CREATION

HyperScreen is an interactive multimedia program with which you can create and arrange collections of information called "stacks." *HyperScreen* stacks are assembled screen-by-screen using the tools and features of the program—graphic backgrounds, clip art, drawing tools, screen transitions, text, and a variety of fonts. *HyperScreen* buttons are areas of the screen which you designate to perform certain actions when clicked. With *HyperScreen* you can create multimedia presentations, enhanced lessons, interactive stories, fact or fiction databases, information portfolios, or even administrative files.

As the author of a *HyperScreen* creation, you can design stacks for yourself or for others, building and connecting them according to your needs or the needs of the user. This tutorial will lead you through the steps of making a simple *HyperScreen* creation called "Whale Watch." This stack may be created by a teacher, student, or whale enthusiast. A few screens provide information on types of whales, and a map shows whale habitats. Pop-up text buttons display whale trivia, and there is a separate linked stack into which the stack author may enter summaries of whale books and articles. For more detailed information on the *HyperScreen* features and functions, see the Reference Guide of this User's Guide.

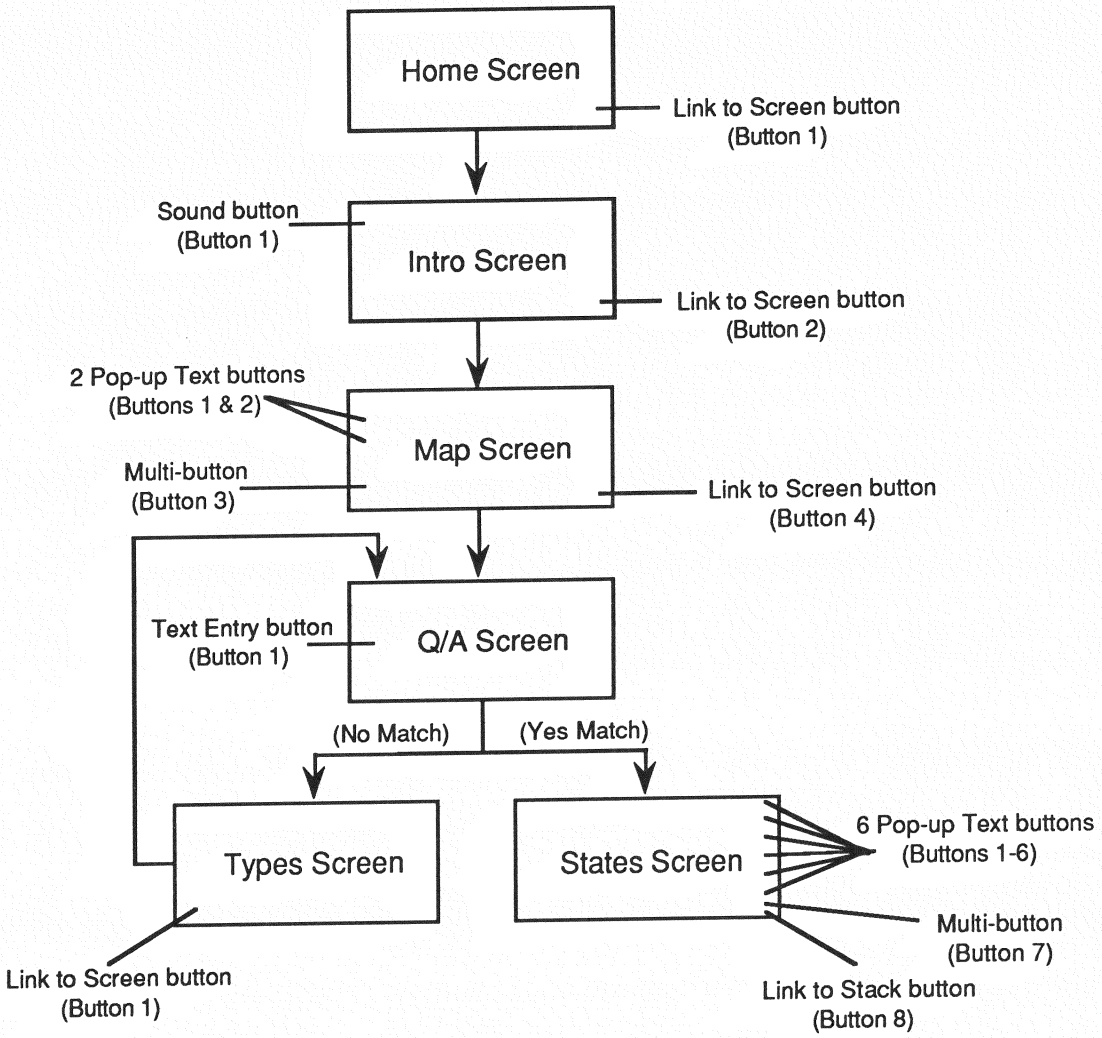
How Stacks Work: The Stack Design Chart

There are seven types of buttons available in *HyperScreen*:

Link to Screen Links a screen to another screen.
Link to Stack Links a screen to the first screen of a different stack, (even a stack on a different data disk).
Multi-button Initiates a chain reaction of buttons performing in a sequence you determine.
Pop-up Text Displays a box of text in the center of the screen. (You, as the author, can enter text of up to five lines in length.)
Sound/FX Plays music, speech, or a sound effect.
Text Entry Accepts text entry from the user. (You specify what text match will link the user to another screen.)
Video Control Sends a command to an attached videodisc player.

In this tutorial, you will create six of the seven button types. For more information on the Video Control button, see Appendix A.

Since *HyperScreen* offers so many possibilities for connections and movement within and outside a stack, it may be helpful for you to plan your creation on paper before you design and assemble it using the computer. If you prefer to devise your stacks as you work on the computer, charting the progress of your creation on paper can help you keep track of its design. Below is the stack design chart for the "Whale Watch" stack.



NOTE: If you are using the 3.5-inch version of HyperScreen, *the program, all graphics, fonts, and sounds are contained on one disk. Therefore, you will not have to switch disks for this tutorial.*

Loading the Program

To load the *HyperScreen* program, follow these instructions:

1. Insert the *HyperScreen* program disk (Disk A) with the label facing up (Side 1) into Drive 1 and close the disk drive door.
2. Turn on your monitor and computer. If the computer is already on, press the Control, Open Apple, and Reset keys at the same time.
3. In a few seconds the title screen will appear, followed by the Home Screen of the *HyperScreen* Home Stack.

The Home Stack is *HyperScreen's* built-in reference guide. It provides information to help you begin using the program, and may be referred to at any time.

Once you have completed the tutorial, you can return to view the Home Stack by opening the APPLE MENU on the menu bar and selecting Home Stack. To browse through the Home Stack, select the items that interest you.

To begin this tutorial, press Esc to view the menu bar.

The *HyperScreen* Menu Bar

The Apple icon and the headings at the top of the screen comprise the *HyperScreen* menu bar. Under each heading is a pull-down menu that appears when the heading is selected. Throughout this tutorial, you will open menus on the menu bar and select items from the pull-down menus that appear. Before you begin this tutorial, be sure to select the Pointer Setup and set it accordingly. If you need help, see Part 1: Working With *HyperScreen* in the Reference Guide.

HyperScreen works with the keyboard, joystick, mouse, or touchpad. Though each works slightly differently, you can make your selections in these two basic ways:

To open a pull-down menu and select items:

Keyboard: Use the Left or Right Arrow key (← →) to highlight a menu heading at the top of the screen. The heading's pull-down menu will automatically open. To select a menu item, use the Up or Down Arrow key (↑ ↓) to highlight it. Then press Return.

Pointing Device (joystick, mouse, or touchpad): Use the pointing device to point to a menu heading at the top of the screen. Then click (press and release) the Action button on your mouse, joystick, or touchpad to open that heading's pull-down menu. To select a menu item, point to the item and click the Action button.

The Stack Disk

It is best to save your *HyperScreen* creation on a Stack disk. Stack disks are self-booting. This means you can load a Stack disk and browse through the stacks without the *HyperScreen* program disk.

If you already have a Stack disk see The Stack, below.

If you don't have a Stack disk, create one now:

1. Select Create Stack Disk from the APPLE MENU.
2. You will see a slot and disk drive selection prompt on your screen. Choose the correct drive and slot for your system. Now follow the instructions on the screen to insert a blank disk in the drive and press Return or click OK. The message, "Formatting New Stack Disk..." will appear. When the program tells you to, finish creating your Stack disk by inserting Side 2 of the program disk or a current Stack disk and pressing Return or clicking OK.

When you have finished creating a Stack disk, the menu bar will reappear.

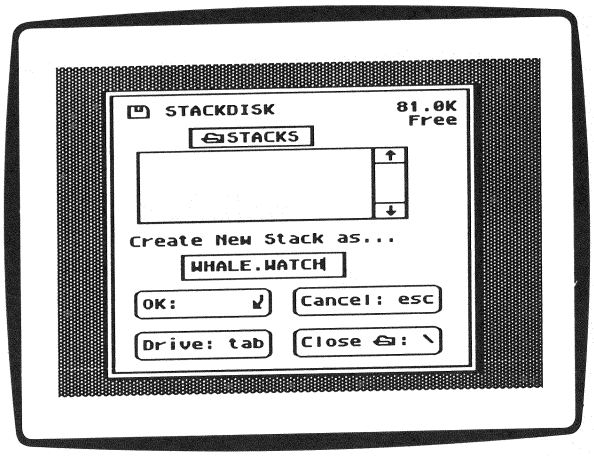
For more information on creating a Stack disk, see page 15 in the Reference Guide.

The Stack

Your *HyperScreen* creation's basic unit is the stack, which is a collection of screens. You begin working by selecting Open Stack or starting a New Stack. For this tutorial, you will be starting a new stack. To do so, be sure your disk is in a drive and follow the steps below.

NOTE: If you have already created a Stack Disk, press Esc to view the menu bar.

1. Use the arrow keys, joystick, or mouse to open the FILE MENU.
2. Select New Stack from the FILE MENU.
3. When the Stack Menu box appears, type **WHALE WATCH** to name the new stack.



NOTE: A stack name can contain up to 13 characters.

4. Press Return or click OK to open the Home Screen of this new stack.

NOTE: The first screen of each stack is automatically called the Home Screen. It is the starting point of the stack. When you save a Home Screen, you may change this name if you wish, but calling it the Home Screen may be useful as a home base for your stack.

The Screen

Stacks are comprised of screens which you design and arrange in any way you choose. There are five basic steps involved in creating a screen. See page 19 in the Reference Guide for a full description of these steps.

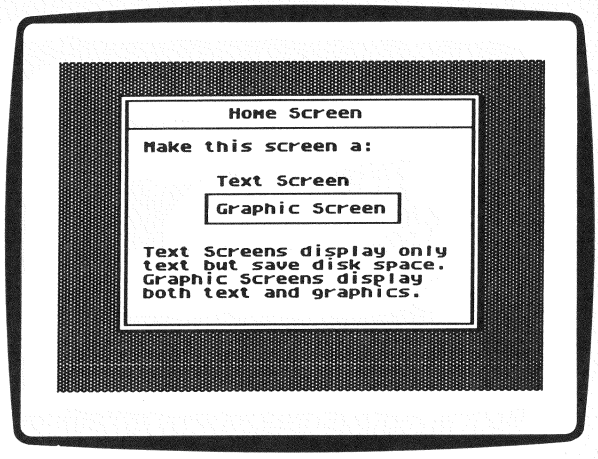
The Home Screen of "Whale Watch"

Your first screen, or Home Screen, will be a title screen. You will learn the basics of creating a screen, including using a background graphic, adding clip art, and selecting a font. Then you will set one of the simplest buttons: the Link to Screen button.

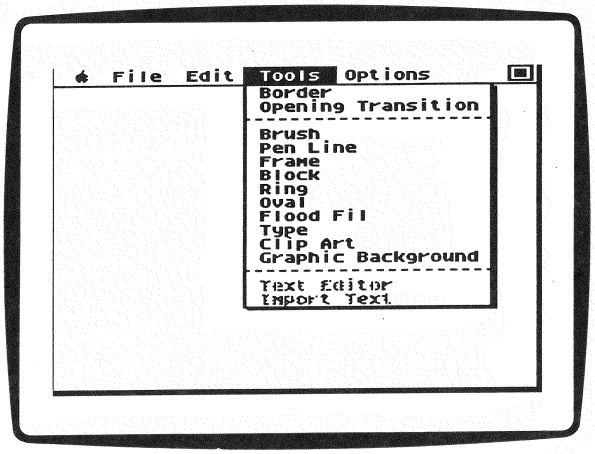
Step One: Create Your Screen

HyperScreen allows you to design two kinds of screens: Text screens and Graphic screens. Text screens save space. You can type text, and use borders and color on Text screens. On Graphic screens, you can draw, add clip art, graphic backgrounds, borders, and use a wide variety of graphic fonts as well.

1. On the screen, you will now see the Text or Graphic Screen Option box:

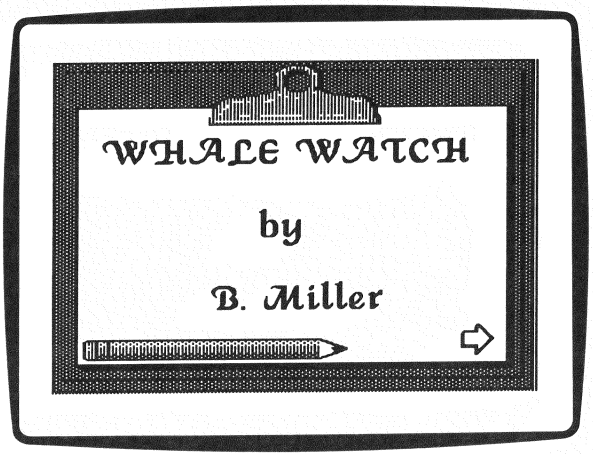

Home Screen
Make this screen a:
Text Screen
Graphic Screen
Text Screens display only text but save disk space. Graphic Screens display both text and graphics.

2. Select Graphic Screen for your first screen and press Return or click on your selection. The TOOLS MENU on the menu bar will automatically open, displaying the tools available for use on a Graphic screen. Items that are not currently available will appear in dimmed type on the menu.



Step Two: Design Your Screen

Your finished screen will look like this:

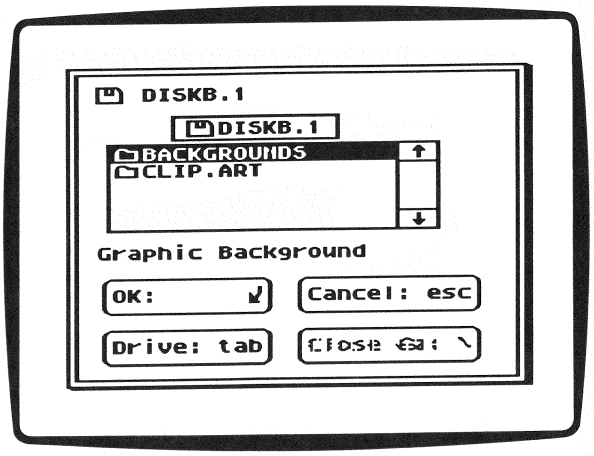


Add a Graphic Background

You can enliven your screens with graphic backgrounds from *HyperScreen* Disk B, from other screens you've designed (see page 48 of the Reference Guide for instructions on using the Export Screen Image feature), from *Scholastic Graphics and Sound Booster Packs*, from *Super Story Tree,* or *Slide Shop*.

1. Insert the graphic backgrounds disk (*HyperScreen* Disk B, Side 1) in a drive. Select Graphic Background from the TOOLS MENU.

   You will see the Disk Menu box:



If you need to switch drives, use the Tab key or click on the drive box.

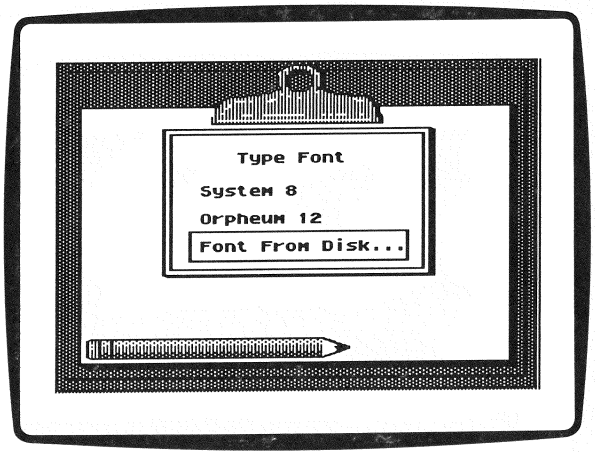
2. Select the Backgrounds folder. A list of backgrounds will appear. Select the Clipboard background. Press Return or click OK. The graphic will appear on your screen.
3. Press Esc twice to return to the TOOLS MENU.

For more information on adding graphic backgrounds, see page 88 of the Reference Guide.

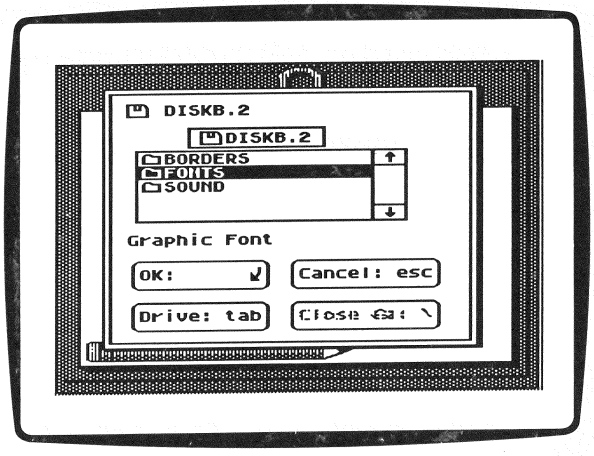
Add Text

When you add text to a Graphic screen, you can choose from one of *HyperScreen's* various graphic fonts. To select a font, make sure *HyperScreen* Disk B, Side 2, is in a disk drive.

1. Open the OPTIONS MENU on the menu bar and select Graphic Font. The Type Font menu will appear on your screen:



2. Select Font From Disk. When the Disk Menu Box appears, select the Fonts Folder.



3. A listing of available fonts will appear. For this screen, select the Lyric.18 font.

NOTE: Be sure the ink color shown in the upper right-hand corner of the screen is black. If it is not, select Ink Color from the Options Menu to change it.

4. Open the TOOLS MENU on the menu bar and select Type.
5. You will see the cursor on the screen. Use the arrow keys, mouse, or joystick to position the cursor where you want to begin typing. Click your pointing device or press the Open Apple key to begin typing. If you need to reposition the cursor, press Esc and use the arrow keys or your pointing device to move it. Once you have started typing, you may only use the Space Bar and the Return and Delete keys to move the cursor. For this tutorial, place the cursor at roughly the same point as shown on the Sample Screen. At the blinking cursor, type: **WHALE WATCH by (Your Name)**.

NOTE: If you want to change fonts while you are typing, press Esc. Then press Ctrl-F (the Control and F keys at the same time) to see the Type Font menu.

6. Press Esc twice to return to the TOOLS MENU.

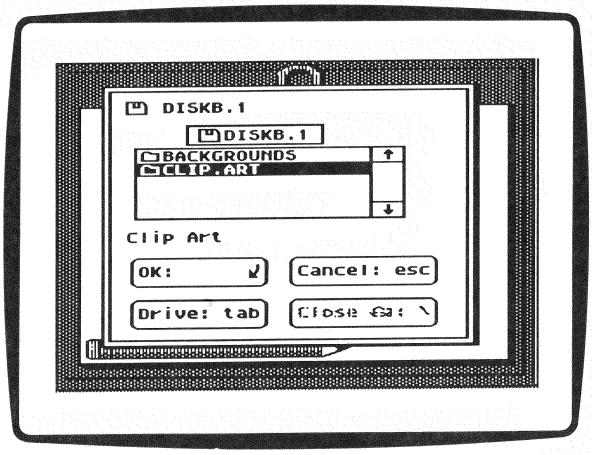
For further instructions on adding text to a Graphic screen see page 84 of the Reference Guide. For more information on graphic fonts and the OPTIONS MENU see page 97 of the Reference Guide.

Add Clip Art

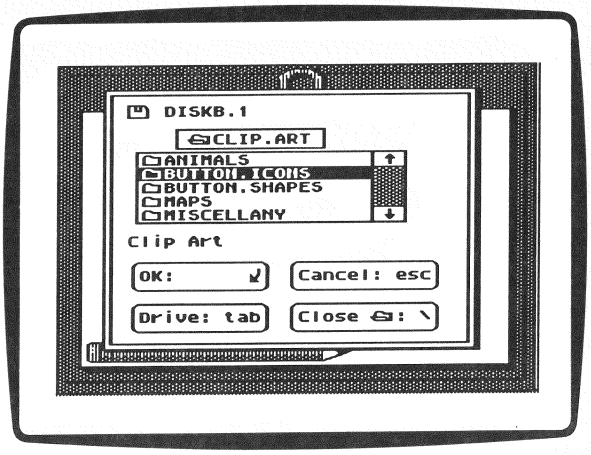
You can decorate screens and enhance graphic backgrounds with clip art. Or use on-screen clip art icons to designate buttons. Make sure that *HyperScreen* Disk B, Side 1, is in a disk drive.

Follow these instructions:

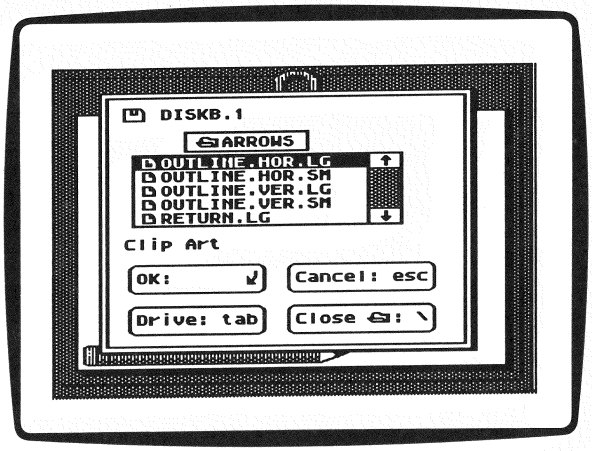
1. Select Clip Art from the TOOLS MENU. When the Disk Menu box appears, select the Clip Art folder. (Press Tab if you need to switch drives.)



2. Use the arrow keys, joystick, or mouse to scroll through the list of clip art files and select the Button.Icons file. Then choose the Arrows file.



3. Scroll through the clip art and select Outline.Hor.Lg.



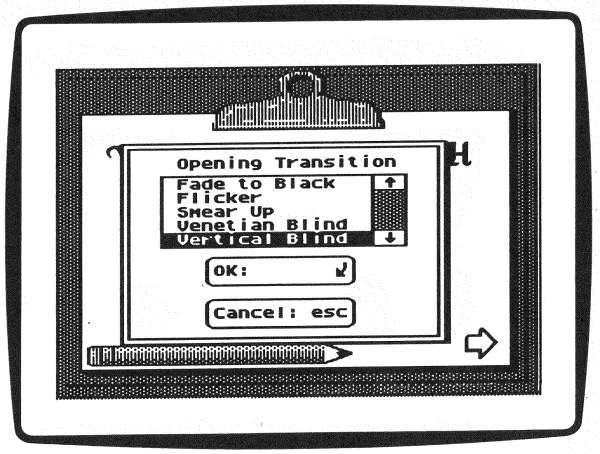
4. Use the arrow keys or pointing device to position the arrow at the lower right-hand corner of your screen. Press the Apple key or click to stamp it in place.
5. Press Esc to return to the TOOLS MENU.

For more information on using clip art, see page 86 of the Reference Guide.

Add an Opening Transition

HyperScreen's opening transitions are visual effects that occur when a screen opens. You can use opening transitions to add drama and visual excitement to your creations. There are 15 different opening transitions from which to choose. To use an opening transition, follow these instructions:

1. Select Opening Transition from the TOOLS MENU.
2. The Opening Transition Menu box will appear, listing all the transitions. Scroll through the list to see the choices. Select Vertical Blind.



3. The Vertical Blind opening transition will take place on your screen. When it is finished, the TOOLS MENU will reappear, and there will be a check next to the Opening Transition option on the menu. This check indicates that you have chosen an opening transition for this screen.

For more information on the Opening Transitions function, see page 76 of the Reference Guide.

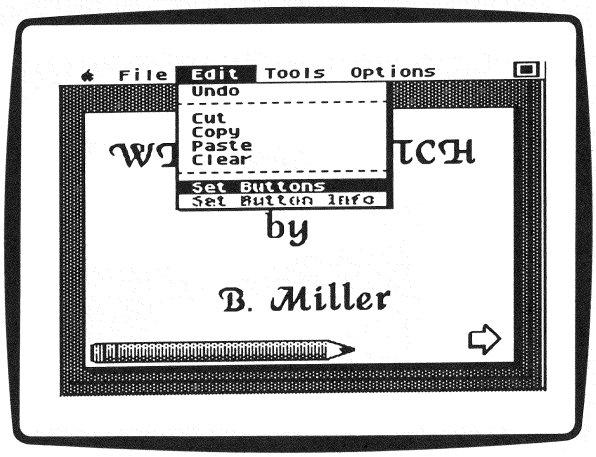
Step Three: Set the Buttons

Button 1: A Link to Screen Button

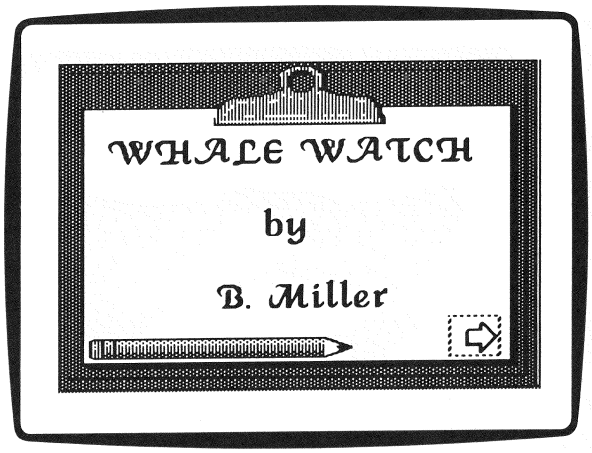
The Link to Screen button is *HyperScreen's* basic linking unit. It allows you to link a screen to any other screen within the stack you are working on.

You will use the Link to Screen button to link "Whale Watch's" Home Screen to the second screen: the Intro screen.

1. Open the EDIT MENU on the menu bar.
2. Select Set Buttons from the EDIT MENU.



3. You will see the arrow cursor on your screen. To draw Button 1, hold down the Apple key while pressing a vertical arrow key, and then a horizontal arrow key, or hold down the Action button on your pointing device and drag the joystick or mouse. Position Button 1 in the lower right-hand corner of the screen around the arrow.



4. When you have finished drawing Button 1, its solid outline will become a broken line. If you want to move or alter the button, or if you have made a mistake, place the cursor inside the button and press the Apple key or click. The button will become solid again. To resize the button, position the cursor on the small box in the lower right-hand corner of the button and use the arrow keys or pointing device. To move the button, place the cursor inside the button and use the Apple and arrow keys or the pointing device. Or, delete it by clicking on it and pressing the Delete key.

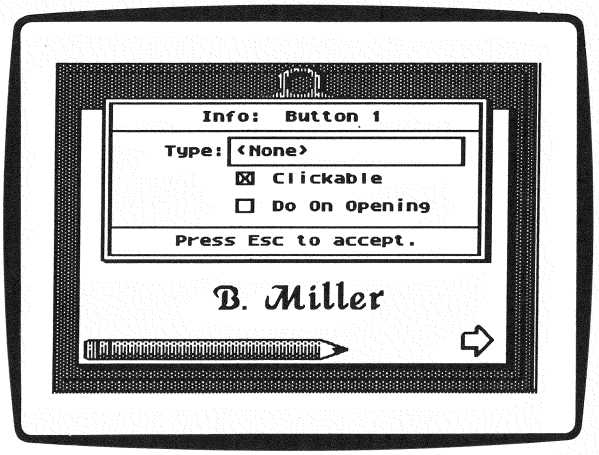
For more information on setting buttons, see page 53 of the Reference Guide.

Set Button Information

Next you must indicate what type of button you have drawn, and fill in the button information necessary for it to perform its actions.

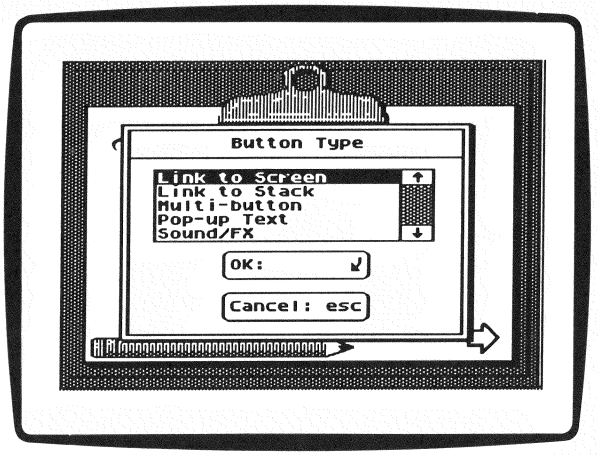
1. Press Esc to return to the EDIT MENU. Select Set Button Info.

2. Position the cursor inside Button 1 and press the Apple key or click the Action button. The Button 1 Info box will appear.

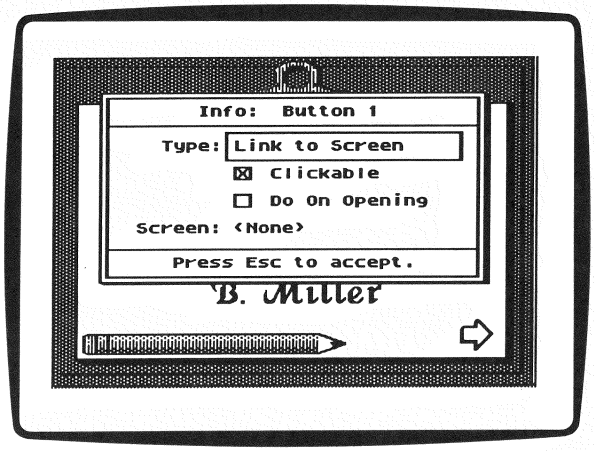


NOTE: While you are in Set Buttons, you can set button information without returning to the EDIT MENU. Position the cursor inside the button and press the Apple key, or click on your button to make it solid. Then press Ctrl-I or Tab. The Button Info box will appear.

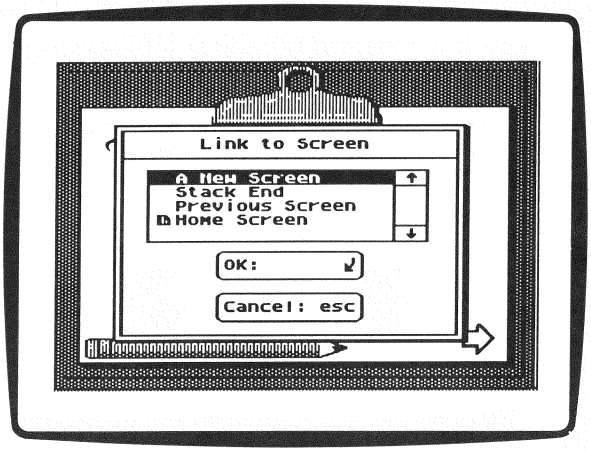
3. Press Return or click on <None> beside the "Type:" prompt to view the button type choices. Select the Link to Screen button from this list.



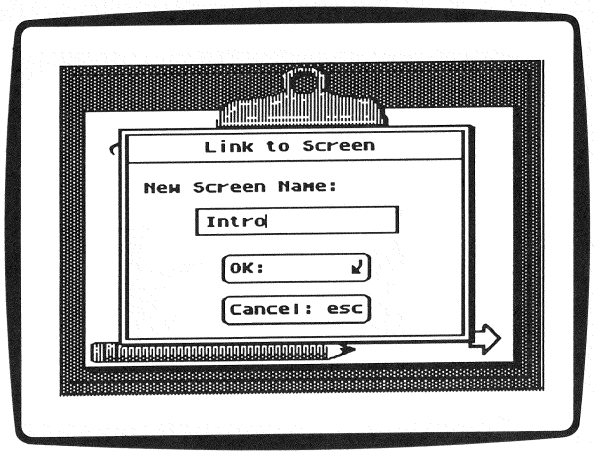
4. The Button 1 Info box will reappear. Use the arrow keys, joystick, or mouse to move down to the small box marked with an X next to the word "Clickable." The X in the box indicates that Button 1 is set to perform its action when clicked. If you want a button to be non-clickable and unavailable to the user, remove the X by pressing Return or clicking on it. For this tutorial screen, Button 1 will be clickable, so leave the X marked in this box.



5. Move to the next small box next to the phrase, "Do On Opening." If you wanted Button 1 to perform its link to another screen when the Home Screen opened, you would press Return or click to mark an X. For this tutorial screen, leave the Do On Opening box blank.
6. Move down to the "Screen:" prompt and press Return or click on <None> beside it. The Link to Screen Menu box will appear with a list of possible screens to which Button 1 may link the title screen. Select A New Screen.



7. Next, you will name the new screen. At the blinking cursor, type **INTRO** to add the new screen to the list of screens on the Open Screen menu. When you select the Intro screen from the Open Screen menu later, an empty screen icon will appear next to it. This icon indicates that the screen exists, but has not been worked on yet.



Press Return or click OK. You will return to the Button 1 Info box and see your completed information.

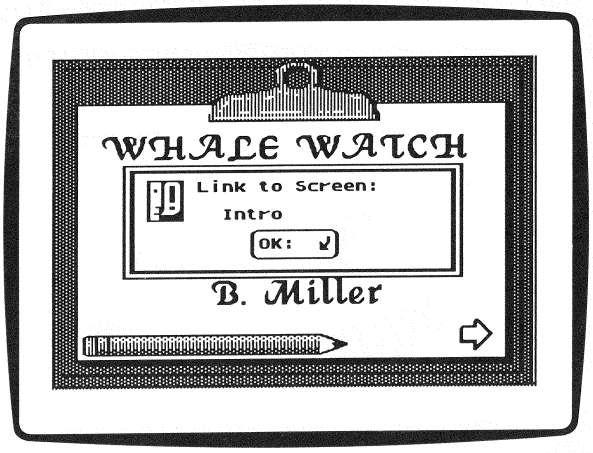
Press Esc twice to accept the completed button information and to return to the EDIT MENU.

For further instructions on setting button information, see page 54 of the Reference Guide.

Step Four: Preview and Save Your Screen

HyperScreen's preview feature is a great editing tool. When you select Preview Screen, you can quickly check your screen and its buttons, graphics, and transitions at any point in the design process without having to save your work first. On-screen buttons will activate, and Link to Screen and Link to Stack buttons will display a box describing the link. Make any changes after previewing your screen and before saving it. Once you are satisfied with your screen, don't forget to save it!

1. Open the FILE MENU and select Preview Screen. After the opening transition occurs, a hand icon will appear. You will see all the text and graphics you have added to your screen so far. Move the hand icon and press the Apple key or click on the right arrow icon, Button 1. A box will appear describing what type of button it is, and the name of the screen to which it is linked. Check the screen link for the Link to Screen button you have just set.



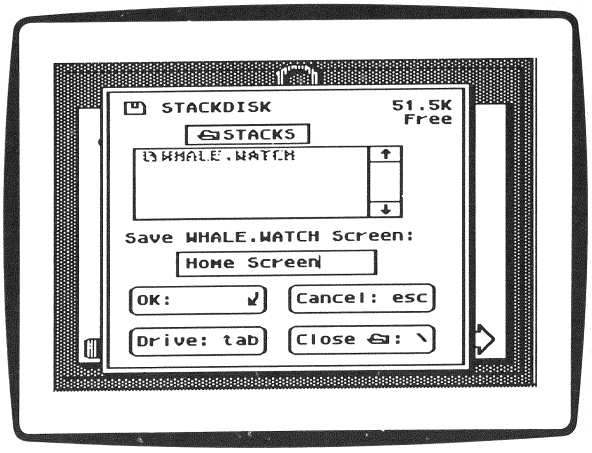
2. Press Return or click OK to continue. Then press Esc to return to the FILE MENU.
3. If you see graphics, text, button positioning or button information you want to change, do so now, before saving the screen.

For more information on Preview Screen, see page 47 of the Reference Guide.

Save Your Screen

Save your Home Screen on your Stack disk. Follow these steps:

1. Select Save Screen from the FILE MENU. The Stack Menu box will appear, and under the prompt, "Save WHALE.WATCH Screen:" you will see a blinking cursor next to "Home Screen."



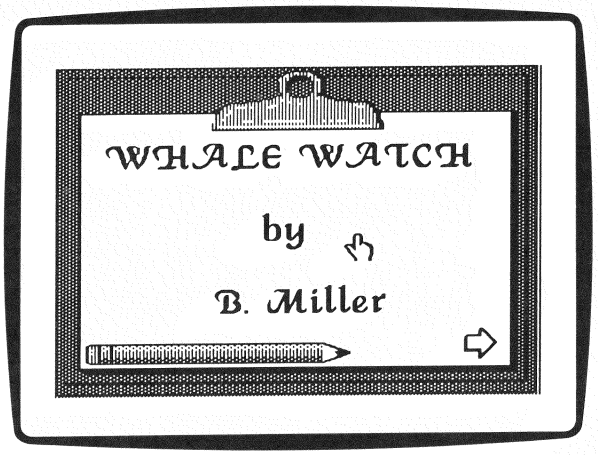
NOTE: Be sure that your Stack disk is in a drive. Your Stack disk is the original disk on which you began your HyperScreen *creation.*

2. Press Return or click OK to save this screen as the Home Screen.
3. A "Saving the screen..." message will appear on the screen. When the screen is saved, you will return to the opened FILE MENU.

For more information on the Save Screen function, see page 45 of the Reference Guide.

Step Five: Browse Through Your Creation

If you'd like to see how the Home Screen of the "Whale Watch" stack functions, select Browse from the FILE MENU. However, you will not be able to see your screen link yet. You may want to postpone browsing until you have created your second screen and you can see the screen link in action.



Move and click the hand icon to see the screen's button in action. Your screen will show the existence of a link to the new blank screen called Intro by displaying the message, "The next screen does not exist."

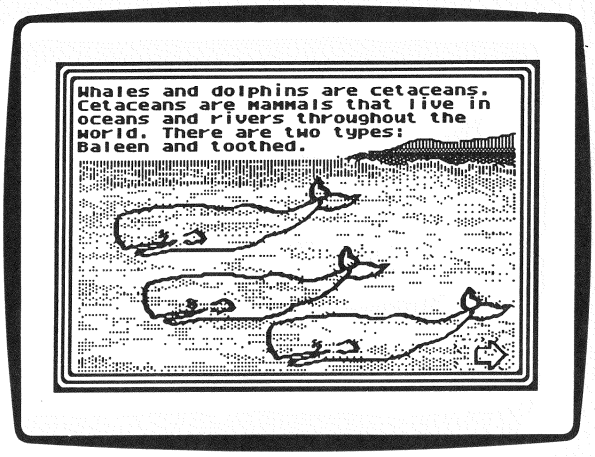
Press Return or click OK, then press Esc to return to the menu bar.

For more information on Browse, see page 38 of the Reference Guide.

The Intro Screen

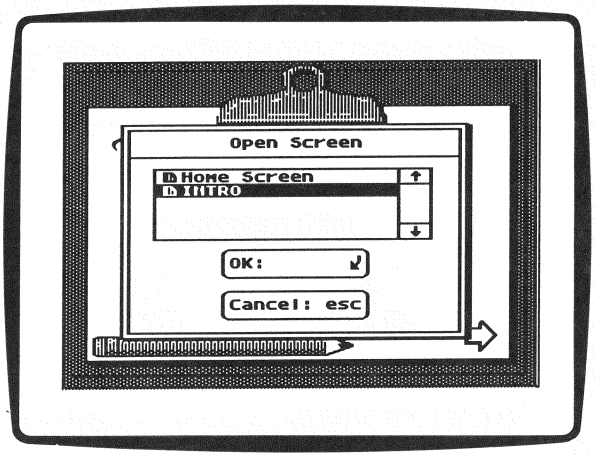
Now you'll create the Intro screen to introduce users to whale terminology.

Your finished screen will look like this:


Whales and dolphins are cetaceans.
Cetaceans are mammals that live in
oceans and rivers throughout the
world. There are two types:
Baleen and toothed.

Step One: Create Your Screen

Select Open Screen from the FILE MENU. At the Open Screen menu, select Intro.

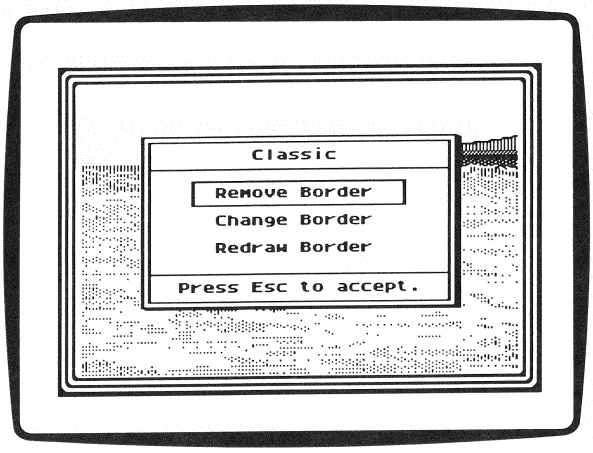


Make this screen a graphic screen.

Step Two: Design Your Screen

1. With *HyperScreen* Disk B, Side 1, in a disk drive, select Graphic Background from the TOOLS MENU. When the Disk Menu box appears, select the Ocean background. The message, "OK to replace the current screen with the new background?" will appear. Press Return or click OK to add the Ocean background to the Intro screen. Press Esc twice to return to the TOOLS MENU.

2. Select Border from the TOOLS MENU. The Classic border will appear around your screen, and you will see the Border option box in the center of your screen.



You now have three options: Remove Border, Change Border, and Redraw Border. For more information on Borders, see page 75 of the Reference Guide.

Press Esc to accept the classic border. The TOOLS MENU will reappear, and there will be a check next to the Border option on the menu. This check indicates that you have chosen a border for this screen.

3. To add the whales, select Clip Art from the TOOLS MENU. When the Clip Art menu appears, press the backslash key (\) to close the previous Clip Art file and select the Animals file. Select the Whale clip art. Using your pointing device or the arrow keys, position the whale in the position indicated on the sample screen and stamp it in place by clicking or pressing the Apple Key.
4. To add the right arrow, press Esc to return to the TOOLS MENU. Then select Clip Art again and close the Animals file. Select the Button.Icons file. Then choose the Arrows file and select Outline.Hor.Lg. Position it in the lower right-hand corner of the screen and stamp it. Press Esc to exit and to return the TOOLS MENU.
5. To add text, select Type from the TOOLS MENU. You will see the type cursor on the screen. Press Ctrl-F (the Control and F keys together) to see the Type Font Menu. Choose the System 8 font and type the text that is shown at the top of the Intro screen. Press Esc twice to return to the TOOLS MENU.

NOTE: You may also see the Type Font menu by selecting Graphic Fonts from the OPTIONS MENU.

6. Select Opening Transition from the TOOLS MENU and when the Opening Transition menu appears, choose the Fade to Black transition to enhance this screen. After you have made your selection, the TOOLS MENU will reappear.

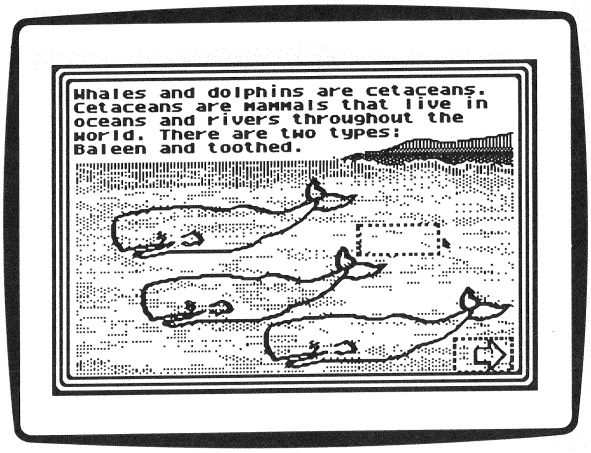
Step Three: Set the Buttons

Button 1: A Sound button

Button 2: A Link to Screen button

Now you will create a Sound button that will perform a sound effect of the ocean when the screen opens. You can set as many sound buttons on a screen as you like, but only one sound per screen may be used. So, if you set more than one sound button on a screen, each button will play the same sound. The Link to Screen button will take you to the next screen.

1. Open the EDIT MENU on the menu bar. Select Set Buttons from this menu and draw Button 1 in the position shown below.


Whales and dolphins are cetaceans.
Cetaceans are mammals that live in
oceans and rivers throughout the
world. There are two types:
Baleen and toothed.

Click on the broken-line outline of Button 1 to make it solid. Then press Ctrl-I or Tab to see the Button 1 Info box.

2. Click on <None> beside the "Type:" prompt, and select the Sound/FX button from the list of button-types. When the Button 1 Info box reappears, press Return or click on the box to make Button 1 non-clickable. Move down to the Do On Opening box and press Return or click on it to set the button to perform when the screen opens.
3. Move the box outline down to where <None> appears next to "Effect:" Press Return or click here. Be sure *HyperScreen* Disk B, Side 2 is in a drive and select the Sound folder. The sound choices will appear. Select the Sound Effects folder, and choose Rushing.Water.
4. The sound will play and the sound box will appear. The Sound box presents three choices: Remove Sound/FX, Change Sound/FX, and Play Sound FX. Press Esc twice to accept this sound effect and your completed Button 1 information. Then, press Esc until you return to the EDIT MENU.

For more information on Sound/FX buttons, see page 66 of the Reference Guide.

As you did on page 114, set a Link to Screen button (Button 2) in the position indicated on the sample screen. Make it a clickable button. Link the Intro screen to A New Screen called **MAP**.

Step Four: Preview and Save Your Screen

Open the FILE MENU and select Preview Screen to check your screen for any changes you'd like to make. After you preview it, make any changes and correct any mistakes on your screen. When you are satisfied with your work, select Save Screen from the FILE MENU and save your screen.

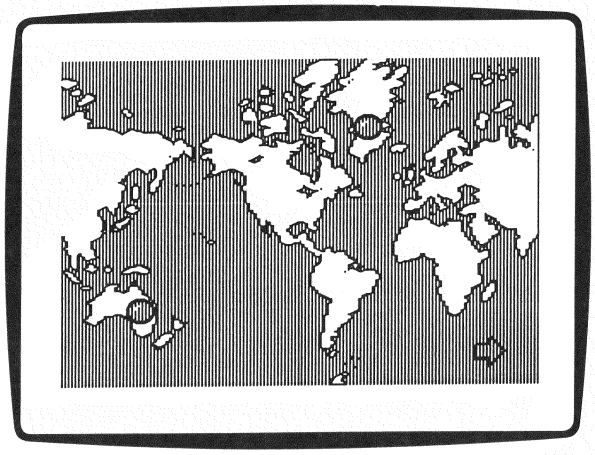
Step Five: Browse Through Your Creation

If you'd like to see your first two screens in action, select Browse.

The Map Screen

Now you will create the Map screen which will display a few whale facts.

Your finished screen will look like this:



Step One: Create Your Screen

Select Open Screen from the FILE MENU and when the Disk Menu box appears, choose Map. Make this a Graphic screen.

Step Two: Design Your Screen

1. With *HyperScreen* Disk B in a disk drive, open the TOOLS MENU and select Graphic Background. Then select the World.Map graphic. Press Esc twice to return to the TOOLS MENU.
2. Select Clip Art from the TOOLS MENU. As you did in the previous two screens, select the Outline.Hor.Lg from the Arrows file, position it in the lower right-hand corner and stamp it.
3. Press Esc and when the TOOLS MENU reappears, choose Clip Art again. Close the Arrows file and Button.Icons file and select Round.Button.1 from the Button.Shapes file this time. You will stamp it on the screen in two places. Use the sample screen as a guide.
4. Press Esc to return to the TOOLS MENU.

Step Three: Set the Buttons

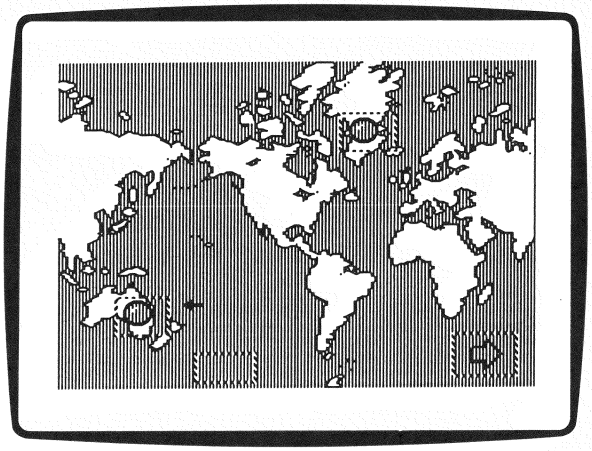
Buttons 1 & 2: Pop-up Text buttons

Button 3: A Multi-button

Button 4: A Link to Screen button

Buttons 1 and 2:

1. Open the EDIT MENU and select Set Button. Draw Button 1 over the first Round Button in the position indicated on the sample screen below:



Press Esc to return to the EDIT MENU and select Set Button Info. Click on Button 1 to view the Button 1 Info box.

NOTE: You can also press the Apple or Esc keys, or click on your button and then press Ctrl-I or Tab to view the Button 1 Info box without returning to the EDIT MENU.

2. Press Return or click at <None> which appears after the "Type:" prompt in the Button 1 Info box to view the Button Types menu. Scroll through this list and select Pop-up Text button.

   When the Button 1 Info box reappears, keep the button "clickable."

3. Press Return or click on <None> which appears after the "Text:" prompt. The Pop-up Text Message box will appear on the screen. Type **Baleen whales have no teeth. They strain food through bristly plates called baleen, and swallow.**

4. Check your message for typing errors. If you see any mistakes, use the Back Space key to delete individual letters or press Ctrl-Z to undo all of the text you have just typed. When you have made your corrections, press Esc to accept the message you have typed. Press Esc twice to accept your button information and to return to the EDIT MENU.

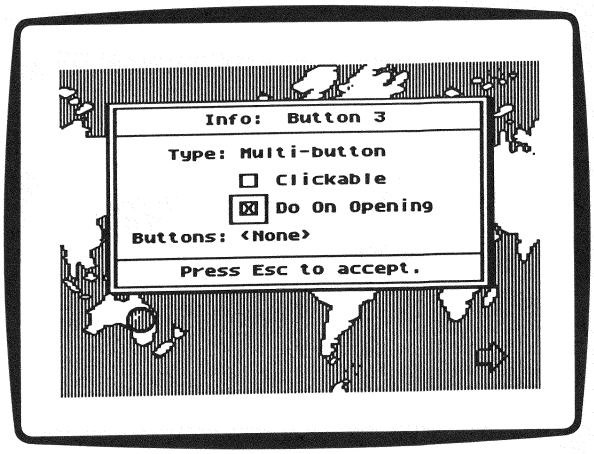
Repeat the same steps for Button 2, and position it over the second Round Button in the place indicated on the sample screen. Set the same Pop-up Text button information, but type in the message box: **Toothed whales use their teeth to catch prey and to tear food into pieces. They are hunters.** Press Esc to return to the Menu Bar.

For more information on Pop-up Text buttons, see page 64 of the Reference Guide.

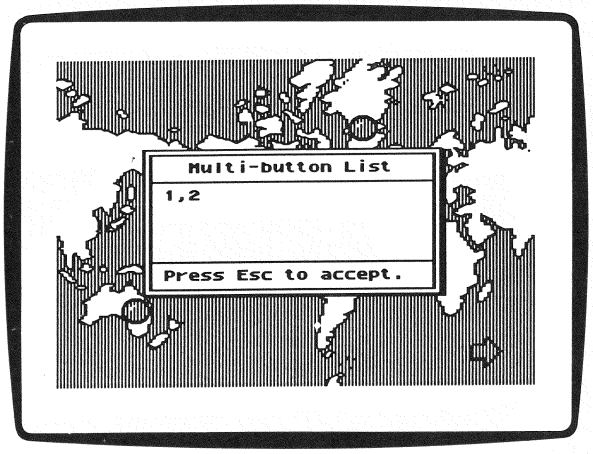
Button 3

On this screen, the Multi-button will not be clickable and will automatically activate Buttons 1 and 2. Even though the Multi-button will sequence your buttons automaticaly, you will set your pop-up text buttons as "clickable" on this screen. As such, after they perform in sequence on opening, the user will be able to click on them and read their messages again. Now set the Multi-button to sequence the buttons on your screen.

1. Select Set Button from the EDIT MENU and draw Button 3 anywhere on the screen. Click on the button, and then press Ctrl-I or Tab to view the Button 3 Info box. At the "Type:" prompt in the Button 3 Info box, press Return or click to view the Button Type choices. Select Multi-button.
2. When you return to the Button 3 Info box, make the button non-clickable. Press Return or click on the Do On Opening box so that the Button 1 and Button 2 Pop-up Text will appear automatically.

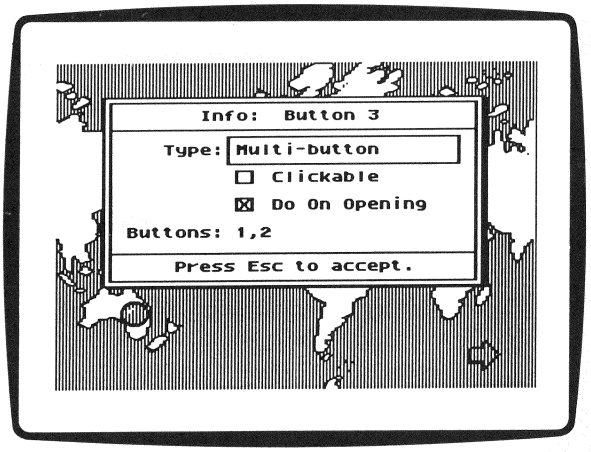


3. At the Buttons prompt press Return or click at <None> to see the Multi-button List box.



Type the numbers of your buttons to indicate the order in which you want them to be activated. For this tutorial, type **1, 2.** Then press Esc.

4. The completed Button 3 Info box will appear on the screen. Press Esc to accept the information on it. Press Esc until you return to the EDIT MENU.



For more information on the Multi-button, see page 62 of the Reference Guide.

Button 4

As you did in the previous two screens, create a Link to Screen button and position it over the arrow. In the Button Information box, keep this button clickable and link it to a new screen named **Q/A**.

Step Four: Preview and Save Your Screen

Preview your screen and make any changes you wish to make now. When you are finished editing, save your screen.

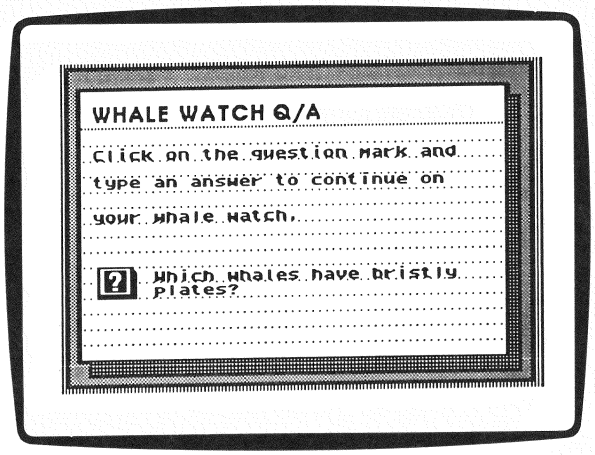
Step Five: Browse Through Your *HyperScreen* Creation

If you wish, you can select Browse from the FILE MENU and browse through the screens you have created so far.

The Q/A Screen

Now you will create the Q/A screen. On this screen you will see a question based on information provided in the two previous screens.

Your finished screen will look like this:


WHALE WATCH Q/A
Click on the question mark and type an answer to continue on your whale watch.
Which whales have bristly plates?

Step One: Create Your Screen

Select Open Screen from the EDIT MENU. When the Open Screen menu appears, choose the Q/A screen and make it a Graphic screen.

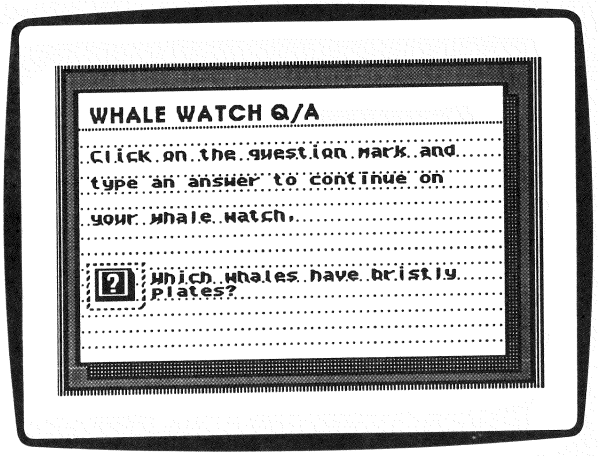
Step Two: Design Your Screen

1. Make sure that *HyperScreen* Disk B, Side 1, is in a disk drive and select Graphic Background from the TOOLS MENU. When the Disk Menu box appears, select the Backgrounds folder. Then select the Notecard graphic from the list of backgrounds. Press Esc twice to return to the TOOLS MENU.
2. Select Type from the TOOLS MENU. Press Ctrl-F to select a font. If you want to type the title in a different font, use Plaza.12. For the rest of your text you will use the System 8 font. When the cursor appears, position it and click to begin typing. Then type the text shown on the sample screen. Press Esc twice to return to the TOOLS MENU.
3. Select Clip Art from the TOOLS MENU. Then select the Help.Lg icon. from the Organization file in Button.Icons. Position the question mark underneath the instructions.
4. Select Opening Transition from the TOOLS MENU. When the Opening Transition menu appears, select Checker Spiral. The Checker Spiral opening will run and you will see how it looks.

Step Three: Set the Buttons

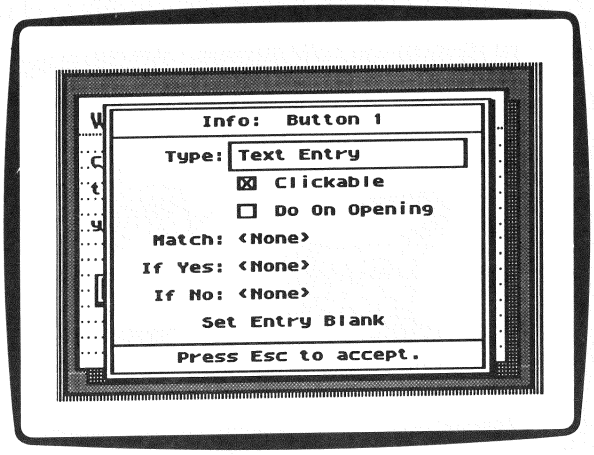
Button 1: A Text Entry Button

1. At the EDIT MENU, select Set Buttons. Draw Button 1, the Text Entry button, around the text entry button icon, in the position indicated on the sample screen below.

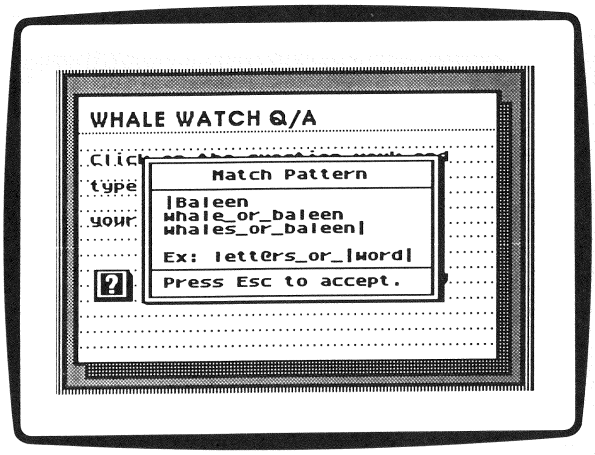


When you are finished, click inside the button, and then press Ctrl-I or Tab to set the Button 1 information.

2. When the Button 1 Info box appears, press Return or click at the Button Type prompt. Select Text Entry from the list of button types. You will then see the Text Entry Button 1 Info box. Keep this button clickable.



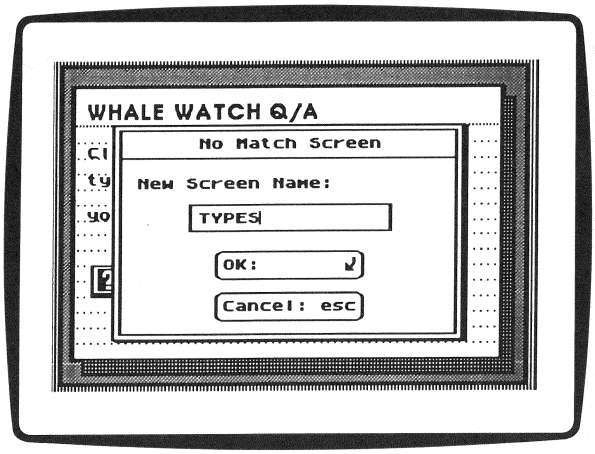
3. Move down to the Match prompt. Here you will enter the text the user must type for a correct or Yes match. At the Match prompt, press Return or click to enter the match in the Text Match box. Type |**BALEEN WHALE_OR_BALEEN WHALES_OR_BALEEN**| as the match here and press Esc.



You will return to the Button 1 Info box. Move down to the If Yes prompt. The If Yes prompt asks you for the name of the screen you wish to link to if the text in the Match prompt is correctly typed on the screen.

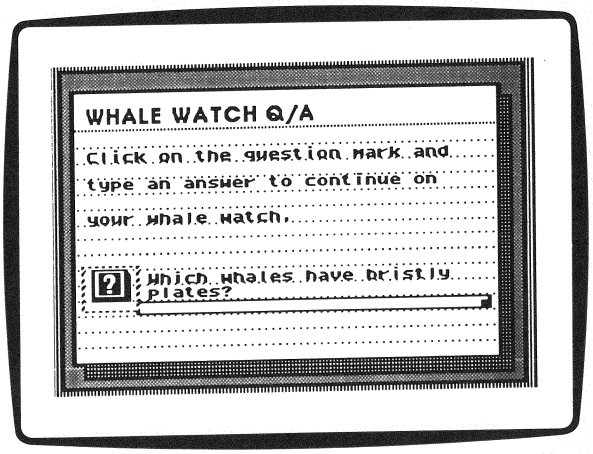
4. Press Return or click at the If Yes prompt to see the Yes Match Screen menu. Select A New Screen and name it **STATES**. Press Return or click OK to return to the Button 1 Info box.

5. Move to the If No prompt. Here you are asked for the name of the screen to which the user will link if the text at the Match prompt is not correctly typed on the screen. When you click at this prompt, you will see the No Match Screen menu.



Select A New Screen and name it **TYPES**. (You will add information about the two different types of whales on this screen.) Press Return or click OK to return to the Button 1 Info box.

7. The final step of setting the button information for the Text Entry button is setting the position of the text entry blank. Move to the bottom of the Button 1 Info box. Click at the Set Entry Blank prompt. An adjustable rectangle will appear on your screen. You can move and resize it the same way you move and resize a button. You can make it as wide as your screen, but it cannot be taller than about half an inch, or the height of one System 8 font character.


WHALE WATCH Q/A
Click on the question mark and type an answer to continue on your whale watch.
Which whales have bristly plates?

Position the entry blank under your Text Entry button, as shown in the sample screen above. When it is in position, press Esc to return to the Button 1 Info box. Press Esc to accept what you have entered in the Button 1 Info box. Then press Esc again until you return to the EDIT MENU.

Step Four: Preview and Save Your Screen

Check your screen for mistakes and incorrect button information. When everything is correct, save your screen.

Step Five: Browse Through Your *HyperScreen* Creation

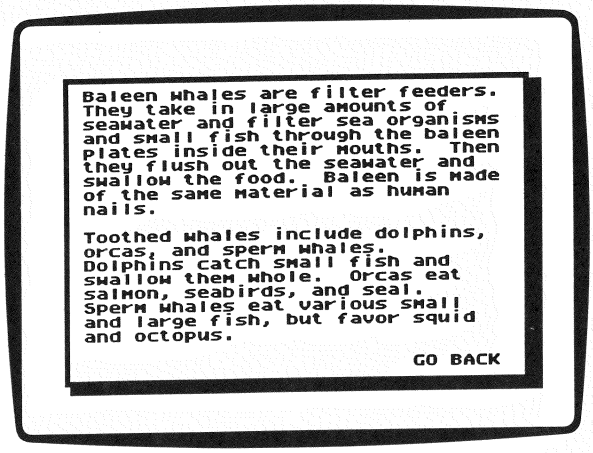
Use the Browse function to see your screens in action.

For more information on Text Entry buttons, see page 68 of the Reference Guide.

The Types Screen

Now you will create the Types screen which is the No Match screen link. If the wrong answer is entered in response to the text entry question, the user will be sent to this screen, which provides further information on baleen and toothed whales. Once the user reads this information, she is sent back to the previous Q/A screen via a Link to Screen button. The user has another chance to answer the question correctly, and to continue through the Whale Watch stack.

Your finished screen will look like this:


Baleen whales are filter feeders. They take in large amounts of seawater and filter sea organisms and small fish through the baleen plates inside their mouths. Then they flush out the seawater and swallow the food. Baleen is made of the same material as human nails.
Toothed whales include dolphins, orcas, and sperm whales. Dolphins catch small fish and swallow them whole. Orcas eat salmon, seabirds, and seal. Sperm whales eat various small and large fish, but favor squid and octopus.
GO BACK

Step One: Create Your Screen

Select Open Screen from the FILE MENU. Select the Types screen from the Open Screen menu and make it a Text screen.

Step Two: Design Your Screen

1. Make sure that *HyperScreen* Disk B, Side 2 is in a disk drive and select Border from the TOOLS MENU. The Classic border will appear on your screen. You will then see three options: Remove Border, Change Border, and Redraw Border. Select Change Border. When the Disk Menu box appears, select the Borders folder. Then choose Shadow. Press Esc to return to the TOOLS MENU.
2. Select Text Editor from the TOOLS MENU. Type the text shown on the sample screen above, including the text at the lower right-hand corner.

   Press Esc to return to the TOOLS MENU.
3. Select Opening Transition from the TOOLS MENU. Choose the Checker Wipe opening transition. After the transition takes place on screen, the TOOLS MENU will reappear.

Step Three: Set the Buttons

Button 1: A Link to Screen button

1. At the EDIT MENU, select Set Buttons. Draw Button 1 in the lower right-hand corner of the screen, around "Go Back."
2. When you are finished drawing, click inside the button to make the button outline solid, and press Ctrl-I or Tab to set the button information.
3. When the Button 1 Info box appears, press Return or click at the "Button Type" prompt. Select Link to Screen from the list of button types. Keep this button clickable.

4. At the "Screen:" prompt, press Return to view the Link to Screen choices. Select Previous Screen. Press Esc to accept the button information. By linking the Types screen to the previous screen, the user is given a second chance to answer the question correctly. Press Esc until you return to the EDIT MENU.

Step Four: Preview and Save Your Screen

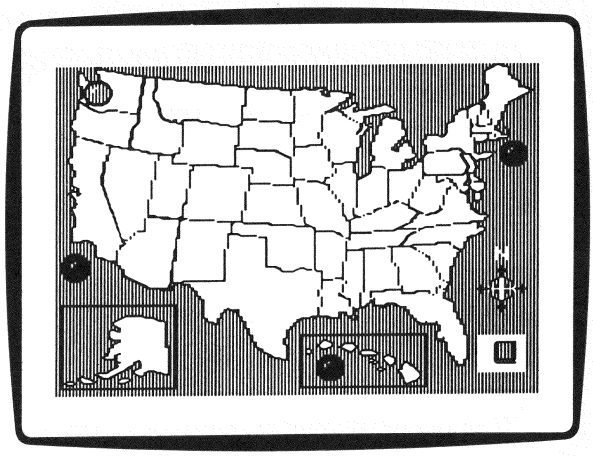
Check your screen for any mistakes, misspellings, or incorrect button information. When you are satisfied with your work, save your screen.

Step Five: Browse Through Your *HyperScreen* Creation

Use the Browse function to see your screen or screens in action.

The States Screen

Now you will create the States screen and add eight buttons. This correct match screen will display whale trivia. The Link to Stack button at the bottom of the screen will link to a stack in which you may enter summaries of books, and magazine and newspaper articles about whales.



Go to the FILE MENU and select New Stack. When you are asked to name the new stack, at the blinking text cursor, type **REFERENCES**. Press Return or click OK. When the Text or Graphic Screen Option box appears over the Home Screen of the References stack, make the first screen a text screen. You can return to this screen later and change this selection. Now select Open Stack from the FILE MENU and reopen the "Whale Watch" stack.

Step One: Create Your Screen

Select Open Screen from the FILE MENU. Then select States from the list of screens. Make this screen a Graphic screen.

Step Two: Design Your Screen

1. Select Graphic Background from the TOOLS MENU. Choose the US.Map graphic. Press Esc twice to return to the TOOLS MENU.
2. With *HyperScreen* Disk B, Side 1 in a disk drive, select Clip Art from the TOOLS MENU. When the Disk Menu box appears on the screen, select the Clip Art folder and then choose the Button.Shapes file.

3. Select the Round.Button.1 icon and stamp it in the four locations indicated on the sample screen. Press Esc to return to the TOOLS MENU and select Clip Art once again.
4. Close the Button.Shapes file and select the Button.Icons file. Then select Information. Choose the small book icon. Press Ctrl-B to add a white border around it and stamp it on the screen in the lower right-hand corner.
5. Select Opening Transition from the TOOLS MENU. Choose Flicker.

Step Three: Set the Buttons

Buttons 1-6: Pop-up Text buttons

Button 7: A Multi-button

Button 8: A Link to Stack button

Button 1

1. Select Set Buttons from the EDIT MENU and draw Button 1 over the button icon you have stamped on Hawaii's coast.
2. Click inside Button 1 to make its outline solid and press Ctrl-I or Tab to view the Button 1 Info box. Click at the Button Type prompt, and make this button a Pop-up Text button. When the Button 1 Info box reappears, keep this button clickable.
3. Scroll down to the "Text: " prompt and type the following: **Humpback whale songs change annually. Only the males sing. Humpbacks mate in the waters off Hawaii.**
4. When you have completed typing your message, press Esc. Press Esc twice more to accept your button info and to return to the EDIT MENU.

Button 2

Position your second Pop-up Text button over the button icon you have placed near the coast of Washington state. Repeat the steps above, except type the following: **Orcas have no natural enemies. Hunting in packs, they can kill and eat whales three times their size.**

Button 3

Position your third Pop-up Text button over the button icon you have placed off the Massachusetts coast. Repeat the steps above, but type: **Sperm whales are deep water divers. They create an intense sound in their skulls to stun their prey.**

Button 4

Position your fourth Pop-up Text button over the button icon you have placed off the Southern California coast. Repeat the steps above, but type: **Dolphins use a form of sonar called echolocation to find food and to navigate.**

Button 5

Position your fifth Pop-up Text button anywhere on the screen, but not over one of the buttons you have already created. Repeat the steps above for a Pop-up Text button, but make it non-clickable—remove the "X" in the Clickable box. When the message box appears, type: **Click on the buttons to see where some whale species are sighted and to learn more about them.**

Button 6

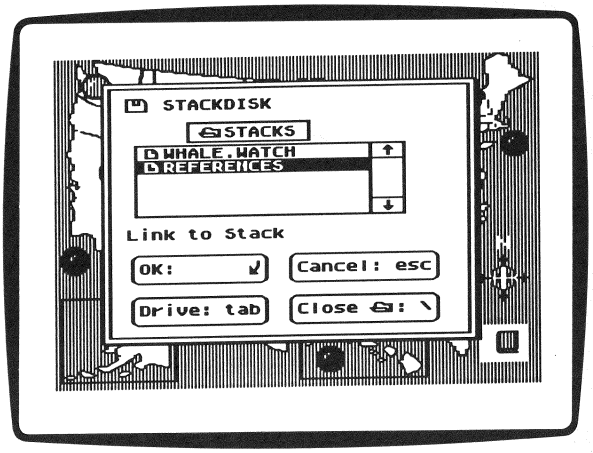
Position your sixth Pop-up Text button as you positioned Button 5 (anywhere on the screen), and make it non-clickable, as you did Button 5. When the message box appears, type: **Click on the book icon to read whale book and article summaries.**

Button 7

As you did in the Map screen, draw a button anywhere on the screen, make it a Multi-button, non-clickable, and choose "Do On Opening" from the Button 7 Info box. Click on the "Buttons:" prompt and when the Multi-button List box appears, type: **5, 6**. Now the Button 5 and 6 message boxes will appear automatically when the States screen opens.

Button 8

1. Select Set Button from the EDIT MENU and draw Button 8 in the lower right-hand corner, over the small book icon.
2. Click inside Button 8 and then press Ctrl-I or Tab to view the Button 8 Info box. Click at the Button Type prompt, and make this button a Link to Stack button. When the Button 8 Info box reappears, keep this button clickable.
3. Scroll down the Button 8 Info box and press Return or click at the Stack prompt. The Stack menu will appear.



Select the References stack. When you see the completed Button 8 Info box, press Esc to accept the information you have entered and to return to the EDIT MENU.

Step Four: Preview and Save Your Screen

Check your screen for mistakes and incorrect button information. When everything is correct, save your screen.

Step Five: Browse

Use the Browse function to see how your creation looks and functions.

The Stack End Screen

HyperScreen allows you to create and save screens, then return later and connect them to other screens. You can designate the stack end at any point by using a Link to Screen button to link to Stack End on the Link to Screen menu found in Button Info.

Editing Your *HyperScreen* Creation

Did you see any screens, buttons, or links you would like to change? Editing a *HyperScreen* creation is easy.

At the FILE MENU, select Open Screen and choose the screen you want to edit. Use the EDIT, TOOLS, and OPTIONS MENUS to make your changes. Preview your edited screen and don't forget to save it. Now use Browse to see how the edited screen functions.

Now you're on your way to expanding or finishing this practice *HyperScreen* creation. Take a look at the stack design chart on page 105 and see how far you've come. Use the information provided here as a starting point. Look up information on baleen whales such as the blue and minke, use a text screen, and fill in the facts. Find interesting articles on whales, and summarize them in the References stack.

Here are some other suggestions:

- Using the Whale clip art, set a few Pop-up Text buttons on the whale's body. Fill in the names of the body parts and brief descriptions of how they function. The user will be able to click on the whale's body and see pop-up text descriptions.
- Using the World Map background, set Link to Screen buttons at locations on the map where whales live. Then fill in the linked screens with information on predators that whales encounter in their habitats.
- Use the Whale Watch Q/A with Text Entry buttons throughout the stack to quiz users on whale information.
- Using the Link to Stack button, link the Whale Watch stack to an Issues stack in which whale survival issues such as whaling and pollution are discussed and illustrated. Or investigate differences of opinion among whale and dolphin experts on topics such as dolphin intelligence and why whales strand.

Fill in the stack design chart with your new screens and stacks. With *HyperScreen*, you can design and shape creations in your own intuitive way!

APPENDIX A: THE VIDEO CONTROL BUTTON

Equipment You Will Need

You can use *HyperScreen* with a Pioneer LD-V4200 videodisc player. For an Apple *IIe*, you will need an Apple II Super Serial Card to connect the player to your computer. For the IIc and IIc Plus, you will use the modem port for connecting. For the IIGS, you can use either the modem port or the Apple II Super Serial Card, as you prefer. To combine *HyperScreen* graphics with video onto one monitor, you will need the Apple II Video Overlay Card. Since the Apple II Video Overlay Card uses an expansion port, Apple IIc and Apple IIc Plus users will be unable to use this card.

Pioneer manufactures the necessary cables to connect the LD-V4200 to an Apple computer. Use cable model CC-04 to connect the videodisc player via the Modem Port. Use cable model CC-03 to connect the videodisc player via the Apple II Super Serial Card.

Setting Up

To properly connect your equipment, read through the section(s) that apply to your machine. For additional clarification you may want to refer to the following manuals, all provided by either Apple or Pioneer, when you purchased their equipment:

- Apple II Super Serial Card User's Manual
- Apple II Video Overlay Card Owner's Guide
- Apple IIGS Owner's Guide
- Setting Up Your Apple IIGS
- Pioneer LD-V4200 Operating Instructions
- Apple IIc/IIc Plus Owner's Guide

Using the Modem Port (Apple IIGS, Apple IIc, and Apple IIc Plus)

Using the built-in modem port in your computer simplifies your setup. Plug in the proper cable from the interface port in the back of your videodisc player to the modem port in the back of your computer.

Apple IIc or IIc Plus With the computer turned off, plug cable CC-04 into your modem port referred to as Port 2.

Apple IIGS With the computer turned off, plug cable CC-04 into your modem port. Go to the IIGS Control Panel and under the Slots menu, ensure that Slot 2 is at its default setting of "Modem Port."

Check that all the selections under the Modem Port menu are at their default settings; in other words, that every selection on the menu is preceded by a check mark. If this is not the case, change the item so that the check mark appears.

For further instructions on using the IIGS control panel, consult the Apple IIGS Owner's Guide or Setting Up Your Apple IIGS provided when you purchased your computer.

Using The Apple II Super Serial Card (Apple IIGS, *IIe*)

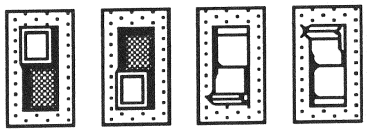
The following is an abbreviated set of instructions on how to configure your serial card and insert it in your Apple computer. For more detailed instructions consult your Apple II Super Serial Card User's Manual.

WARNING: Never have your computer turned on when you are inserting or removing a card. This also applies to changing switch settings while a card is in the machine. Please be careful!

1. Adjust the switch settings and jumper block on your Super Serial Card.

You'll find the switches in the upper left-hand corner of your card. The following diagram shows you two types of switches in the off and on positions, depending on your card type. Find the type which matches your card. Your card may also use Closed to mean the On position.

Two switches set to ON and OFF



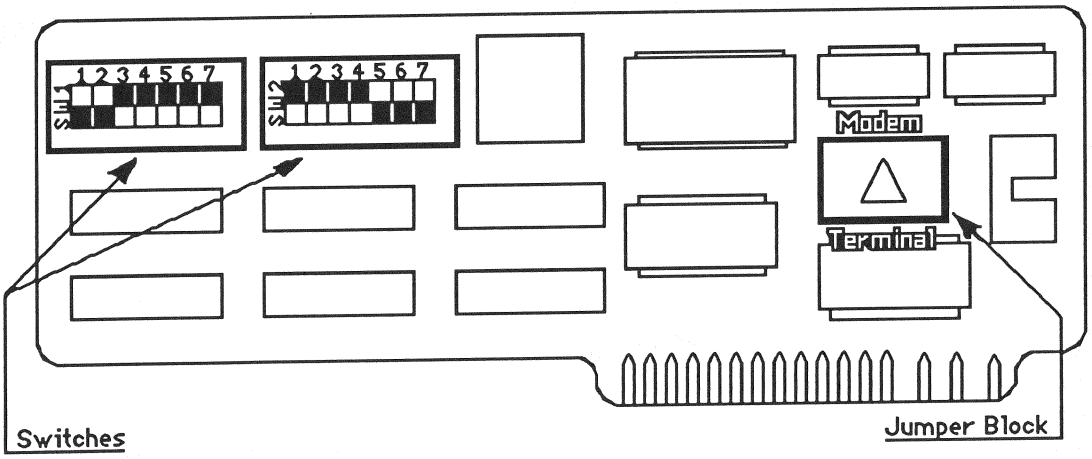
ON OFF ON OFF

The switch settings are:

Switch 1							Switch 2						
1-1	1-2	1-3	1-4	1-5	1-6	1-7	2-1	2-2	2-3	2-4	2-5	2-6	2-7
OFF	OFF	ON	ON	ON	ON	ON	ON	ON	ON	ON	OFF	OFF	OFF

Set the jumper block to Modem.

The diagram below illustrates the settings.



2. Place the card in a slot in your computer. Slot 2 is recommended.
3. Connect your Super Serial Card to your videodisc player's interface port with Pioneer Cable model CC-03.

For the IIGS When using the Super Serial Card to connect the IIGS to your videodisc player, to check your setup, go to the Control Panel of your IIGS and choose the Slots menu. The words "Your Card" should appear next to the slot number in which you placed the Super Serial Card.

The Video Overlay Card

Follow the instructions that came with your Apple II Video Overlay Card to install the card into your computer. The Video In jack should be connected to the Video Out jack of your videodisc player. The card's Video Out jack can go into the Video In jack of any recording or monitoring device (VCR, TV, monitor).

For the IIGS When using the Video Overlay card with the IIGS, check the slots menu on the Control Panel. The words "Your Card" should appear next to the slot number in which you have placed the Video Overlay card.

Setting Up the Pioneer LD-V4200

You will need to set the function switches located on the front panel of the LD V4200 videodisc player. Consult the LD-V4200 Operating Instructions for directions on changing switch settings. Follow these guidelines as you set the switches:

1. The first three switches do not affect the videodisc/computer setup. You may set them as you wish.
2. Switch 7 must be in the up position (at the setting for 4800 bit/sec).
3. Switches 6 and 8 must be in the up position.
4. Switch 5 is optional. The up (default) position is recommended. In this position, your background screen will appear entirely blue when your player is on, but no disc is playing. This way you can easily note that your player is turned on.

We recommend setting all 8 switches in the up position.

Testing Your Setup

To test your videodisc player and/or video overlay setup follow the steps below.

Testing Your Super Serial/Modem Port Setup

1. Turn on your videodisc player. Insert a disc in your player. Then load *HyperScreen* in your computer. The disk must not be playing.
2. Click on the icon called Disc Explorer on the *HyperScreen* Home Stack.
3. Read the Home Screen, check your setup, and then click on the button marked Test Player.

NOTE: The Test Player button is configured for port/slot number 2. If you are using another port or slot for your Super Serial Card, use Set Button Info to change the port/slot to the appropriate number.

4. You will see the videodisc player's play light blink a few times. A picture will appear on your monitor (if you are using the Overlay Card you should see it on your computer screen). It will play for a few seconds and then stop.
5. If you see the error message, "Port not usable for video control," your Super Serial Card is not in port/slot 2 (or another slot you specified). Place your card in the correct slot.

   If you see the error message, "Player disconnected or not turned on," then your player power is off, the cable is not connected, or is damaged.

   The error message "Video Command not correct or player not ready" means that the disc is not in the player or someone has changed the test button commands.

   If nothing happens, press Esc. This means the switches or jumper cable on the Super Serial Card are not set properly or the IIGS port is not set to default.

Testing Your Video Overlay Setup

1. Turn on your videodisc player. Insert a disc in your player. Then load *HyperScreen* in your computer.
2. Press Play on the videodisc player's front panel.
3. From the *HyperScreen* Home Stack, press Esc. From the Options menu select Video Key Color.
4. Select All as your Video Key Color.
5. When you see the menu bar, press the Space Bar. In place of your computer image you should see a video image. Press the Space Bar again to bring the menu bar back into view.

If you do not see a video image, your equipment may be connected incorrectly. Check cables and cards for any loose connections or possible damage. If necessary, disconnect cables and cards and start from the beginning. To check connections on the IIGS, see the note on page 139.

THE COMMANDS

HyperScreen recognizes 27 Pioneer commands and has two built-in commands.

NOTE: The Pioneer LD-V4200 recognizes 37 commands, but due to their complexity, 10 of these commands cannot be accessed by HyperScreen.

The table below lists the commands used with *HyperScreen*. CAV and CLV refer to different videodisc formats. See the Glossary on page 154 for a complete description of the differences.

	Commands	Mnemonic	CAV or CLV?
1	Audio Control	number AD	Both
2	Chapter	CH	Both
3	Clear	CL	Both
4	Clear Screen	CS	Both
5	Display Control	number DS	Both
6	Door Open	OP	Both
7	Frame	FR	CAV
8	Key Color	KC number	Both
9	Key Lock	number KL	Both
10	Multi-speed Forward	(number) MF	CAV
11	Multi-speed Reverse	(number) MR	CAV
12	Pause	PA	Both
13	Play	(number) PL	Both
14	Print	number PR	Both
15	Register A	number RA	Both
16	Register B	number RB	Both
17	Reject	RJ	Both
18	Scan Forward	NF	Both
19	Scan Reverse	NR	Both
20	Search	number SE	Both
21	Speed	number SP	CAV
22	Start	SA	Both
23	Step Forward	SF	CAV
24	Step Reverse	SR	CAV
25	Still	ST	CAV
26	Stop Marker	number SM	Both
27	Time	TM	CLV
28	Video Control	number VD	Both
29	Wait	WA number	Both

How to Use The Commands

This section is divided into two sub-sections, Basic and Advanced.

If you have any problems understanding the sections, you might try to "dissect" the Disc Explorer stack. Take apart the buttons used in the stack and see if you can gain a better understanding of them by comparing how a button is structured to what it does when pressed. Experiment as much as you can. If you receive the error message "Video command not correct or player not ready," check the text in your command box against the command list for misspelled commands or incorrect numbers. You may wish to plan ahead and have your command sequences already written out on paper.

Basic Commands

NOTE: The letters in parentheses are the Mnemonic codes you will type in for these commands.

Door Open (OP)

Door Open serves one purpose: it opens the tray door of the LD-V4200. If you use it while the player is playing a videodisc, the player will stop before ejecting the disc.

Examples:

1. OP - Tray opens.
2. OP - Stop rotation, open tray. (If disc hasn't been stopped yet.)

Pause (PA)

Pause can be used on either CAV or CLV discs. It freezes the disc and displays the blue screen. A CLV disc should not be left on Pause for more than 15 minutes.

Example:

PA - Pause disc and display blue screen.

Play (PL)

Play is the most basic command. It plays a disc. If the disc has not been started, it plays the disc from the beginning. If the disc is already playing, the command has no effect. If the disc is either paused or still, it will begin playing again. Optionally, you can set a location (frame or time) where the player will stop playing.

This command is usually used singly, but it may also be used in conjunction with the Search command (see below). Search moves to the appropriate frame/time/chapter and Play starts playing the disc from that point.

Examples:

1. PL - Play the disk.
2. FR 24050PL - Play from beginning and pause when frame 24050 is reached.

Reject (RJ)

This command stops the player. If the player has already stopped, the command will eject the tray (similar to Door Open above).

Examples:
1. RJ - Stop disc rotation.
2. RJ - Open disc tray. (If already stopped)

Scan Forward/Reverse (NF, NR)
Similar to Step, this command, instead of taking single frame jumps, moves the disc forward or reverses in large jumps. The disc must be playing or paused for this command to work. It works with both disc types. With CAV discs, a jump averages 500 frames. For CLV discs, a jump is about 20 seconds. Use this command to quickly scan a disc for a particular sequence. If you are looking for a particular frame, remember jumps are large and may skip over the specific frame.

Examples:
1. NR - Jump back about 500 frames.
2. NF NF NF - Jump ahead about 1500 frames.

Search (SE)
This command will search for a specific location of an image on the videodisc. Type in the location (frame, time, or chapter) before the command code. The player will jump to that location and then still or pause the image. When used with Play, after the located image has been found, the disc will continue playing from that point.

Examples:
1. FR 4500SE - Search for frame 4500 and then Still (CAV).
2. CH 5SE - Search for chapter 5 and then Pause (CLV).

Start (SA)
Start will start the player and still or pause at the very first screen on the disc. A CAV disc will still at frame 00001; a CLV disc will pause at time 0.00:01. Using this command while a disc is already playing will set the player back to the First Screen, then pause. This command is useful for quickly jumping back to the beginning of a disc, and for ensuring a disc is ready when beginning a series of screens with video control buttons.

Examples:
1. SA - Start disc and pause at first screen.
2. SA - Reset disc to first screen and then pause (if disc is already playing).

Step Forward/Reverse (SF, SR)
When a disc is playing, these commands step through the disc, forward or backward frame by frame. This works only with CAV discs. Use this command if you want to see a particular sequence on the disc, one frame at a time.

Examples:
1. SF - Move forward one frame.
2. SR SR SR - Move back three frames, one frame at a time.

Still (ST)

This command freezes a CAV disc and displays the frame on the screen. When creating interactive lessons, the command can be used to display a single frame on the disc.

Example:

ST - Pause and display picture.

Wait (WA)

This *HyperScreen* command will momentarily pause the program between commands. In conjunction with the Still command, you can use this command to create a "slideshow" of single frames with pauses in between. The number you give it is the amount of seconds (99 maximum) *HyperScreen* will wait before executing the next command. Be aware that the number is entered to the right of the command, not the left. The number must be followed by a space.

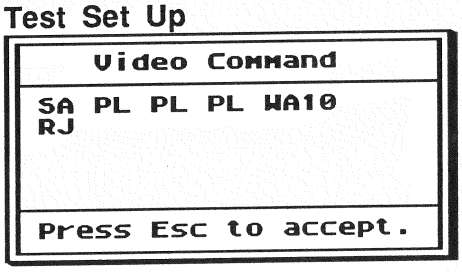
Examples:

1. ST WA10 PL - Still the image, wait 10 seconds, and then resume playing.
2. PL WA30 OP - Play the disc, wait 30 seconds, open the tray door.

Sample Basic Command Boxes

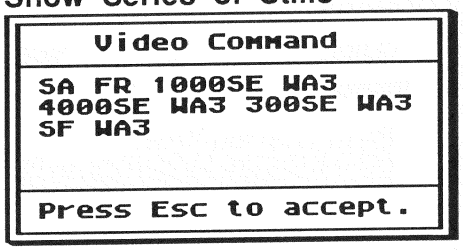
Below are several sample command boxes using basic commands that you could use when setting the button information for a video control button. Beside each is a description of the actions it will produce on your screen. Each of these samples assumes that Key Color on the OPTIONS MENU of your *HyperScreen* program is set to None.

Test Set Up



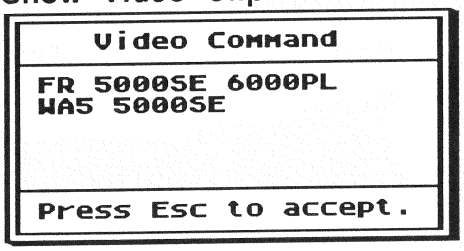
This will:
Start player, play disc, (using several commands to advance past any initial stop codes on the disc), wait 10 seconds, stop player.

Show Series of Stills



This will:
Start player, display images at frames 1000, 4000, 300 and 301 for 3 seconds each, leave player running with last image on screen.

Show Video Clip



This will:
Assuming player is running, go to frame 5000, play to frame 6000, wait 5 seconds, return to the original image, and leave it on the screen.

Advanced Commands

Audio Control (AD)

Videodiscs have two audio tracks, often used together to give stereo sound. Unless you connect your videodisc player to a stereo system or are using a stereo monitor, you will not get the stereo effect. Some videodiscs, instead of using two tracks for stereo, use one track for one type of audio and the other track for a different type of audio. For instance, a videodisc might contain English on one track and Spanish on the other track. Or it might contain commentary on one track and music on the other track. Audio Control allows you to control which track you will hear by setting the audio channels within the videodisc player.

To control the channels, place a number before the command code. The chart below shows you the numbers and their effects.

Number	Function Name	Channel One	Channel Two	What You Will Hear
0	Off	Off	Off	No Sound
1	Track 1	On	Off	Track 1 only
2	Track 2	Off	On	Track 2 only
3	Stereo	On	On	Track 1 and Track 2 on their respective channels

Examples:

1. 1AD - The sound coming out of both speakers is from the disc's channel one.
2. 2AD - The sound coming out of both speakers is from the disc's channel two.
3. 3AD - The sound coming out of both speakers is from the disc's channel one and channel two, respectively (stereo).

Chapter (CH)

(See Frame/Time/Chapter, page 147.)

Clear (CL)

With the Clear command, all values stored under commands which ask for a location are cleared. This means that commands like Search, Play (if auto-stop is activated), and Stop Marker "release" themselves. If Clear is executed while Searching a disc, the player empties the Search Number and Stills or Pauses immediately. If cleared during an auto-stop or Stop Marker operation, their respective numbers are cleared and normal play resumes.

Examples:

1. FR 4000PL - Play the disc from the beginning until frame 4000 is reached and then pause.

   CL - Ignore the previous command and play the disc normally.

2. CH 2SE - Search the disc for chapter 2 and then Still (CAV) or Pause (CLV) the disc.

   CL - Release the Search command and then Still (CAV) or Pause (CLV) the disc immediately.

Clear Screen (CS)

This command clears the user's portion of the display area. (The display overlays the entire videoscreen area. See the Glossary for a complete description.) For instance, you may have placed text over the screen with the Print command and now wish to erase it. Since Clear Screen clears the entire user's portion, if you wish to erase only one line of your text, use the Print command to print blank spaces over that line.

Example:
CS 3P - Clear the screen and move cursor to the start of a new line.

Display Control (DS)

This command determines whether the display area is turned on or off. (See the Glossary for a complete description of the display area.) The display overlays the entire videoscreen area. The top of the display area contains the set of characters and numbers indicating what frame, time, and chapter you are currently viewing. The bottom of the display area is the user's portion containing any text you enter with the Print command. Use the Display Control command in conjunction with Print and/or Register A commands (See page 148) for captioning or showing users what sections they are watching.

Setting the Display Control to 1 turns on the display. The default value is set to 0 (off).

Example:
1DS - Show the display.

Frame/Time/Chapter (FR, TM, CH)

These three commands will set a location for other commands to operate. They are placed before commands like Play and Search. Normally, the player will expect Frame numbers when you supply a number to commands like Play, Search, and Stop Marker. If you use Time or Chapter, the same commands will consequently expect either Time or Chapter numbers. The maximum frame number is 65535, maximum time code is 75959, maximum chapter number is 79. If you exceed these numbers on your commands, you will get an error message.

Examples:
1. FR 1000SE - Frame number 1000 is searched for.
2. FR 34020PL - Play the disc until Frame number 34020 is reached.
3. TM 2013PL - Disc plays until Time number 0.20:13 is reached.
4. TM 1202SE - Search the disc for Time number 0.12:02.
5. CH 3SE PL - Disc skips to Chapter 3 and then plays.
6. 30SP CH2MF - Disc is played forward at half the speed until Chapter 2 is reached.

Key Color (KC)

With this *HyperScreen* command you can control the video key color from within the Video Control button. To use this, you need a Video Overlay Card. When you select a video key color, the areas of your computer screen in that color become transparent and the video image shows through. The command will accept a number between 0 and 7. The number sets the key color in the order shown on the video key color menu on the OPTIONS MENU: 0 = none, 1 = Black, 2 = Violet, 3 = Blue, 4 = Green, 5 = Orange, 6 = White, 7 = All. Enter the number to the right of the command, not the left. The number must be followed by a space. For a more complete description, see Video Key Color in the OPTIONS MENU section of the User's Guide.

Example:

KC4 - Set the color Green as the key color. Green becomes transparent, and your video image will show through.

Key Lock (KL)

This command locks your player's front control panel (other than the power button) and prevents someone from overriding a sequence of commands you executed. All buttons, except for the power button, are ignored. The number 1 before the command sets the Key Lock on, and 0 turns it off. The Key Lock lamp on the front panel of the videodisc player will turn on when set to 1.

Example:

1KL - Lock the front panel. All the keys are disabled, except for the power switch.

Multi-Speed Forward/Reverse (MF, MR)

This command is used in conjunction with the Speed command. It will play the disc faster or slower than normal. You can set a location for it to play up to; the image will then Still at that point. It can play a disc from one-sixth as slow to four times as fast as normal speed.

Examples:

1. MF - Play the disc forward at the speed given within the Speed register.
2. FR 340MR - Play the disc backward until frame 340 is reached, at the speed given within the Speed register.

Print (PR)

The user's portion of the display area is made up of 8 or 11 lines of text , depending on your machine. (See the Glossary for a more detailed description.) You can place text over the videoscreen on any line with this command. This command takes up two lines. Preface the command with the number of the line on which you want to place text ; then press Return and type in a line of text up to 20 characters. Follow this sequence for each line of text you want to display. This command only works when the Register A command has been entered, making the user's area visible (see below).

Example:

4PR - Set up user's display to accept text for the fourth line.
HELLO WORLD! - Hello World! is printed on the fourth line, on the screen.

Register A (RA)

This register sets what portion of the Display Area is visible on the screen. (See the Glossary for a complete description of the display area.) The uppermost portion of the display area contains the frame/time and chapter numbers adjacent to each other. Below is the user's portion on which you can place text using the Print command. You can use this command to make any single area visible (user, frame/time, or chapter), any combination of areas visible, or all areas visible.

The table below shows the number to place before the command code for all eight possible combinations of the three areas.

Number	User's Area	Chapter	Frame/Time
0	-	-	-
1	-	-	On
2	-	On	-
3	-	On	On
4	On	-	-
5	On	-	On
6	On	On	-
7	On	On	On

Examples:

1. 1DS - Display is turned on.

   2RA - only Chapter area is visible.

Register B (RB)

This register controls what the player will "censor" (squelch) from the user. Normally, video and audio are shut off whenever the machine performs a Scan or a Search. Overriding it will allow the user to see and hear everything that is happening, even compressed audio and video when the player is playing four times faster than normal. The default is 0. The following table shows you all the possible combinations created by placing a number before the command code.

Number	Video	Audio
0	Normal	Normal
64	Normal	Off
128	Off	Normal
192	Off	Off

Examples:

1. 128RB - Video squelch is turned off.
2. 192RB - Video/audio squelch is turned off.
3. 0RB - Back to normal.

Speed (SP)

This command is what sets the speed register which controls the playing speed when Multi-Speed is executed. This can be set at any time, but most often will be set before executing Multi-Speed. There are 255 possible speeds.

Sixty is normal play and the default value. The relationship between the Speed Number and actual speed play is as follows.

$$\text{Play speed} = \frac{\text{Number}}{60} \times \text{normal speed}$$

The following table shows what speeds are attained under what values:

Number	Speed Increased	Number	Speed Decreased
240	x4	30	1/2
180	x3	20	1/3
120	x2	15	1/4
60	x1	10	1/6

Examples:

1. 30SP MF - 1/2 speed play forward.
2. 180SP MR - x3 speed play reverse.

Stop Marker (SM)

This command will memorize a specific disc location. The specified number is written in a special register. When the disc is being played (in either Play or Multi-Speed mode) the player will execute a Still (CAV) or Pause (CLV) upon reaching the specified location. As soon as it's reached, the register is cleared. The register is also cleared when a Clear or a Reject command is given or you Step through the location. The command is similar to the Auto-Stop function incorporated into the Play command (see Play). Its advantage is that you can execute other commands (Pause, Still, Speed, Multi-Speed) and still have the command active. With the Play command, the auto-stop function is over-ridden as soon as you execute any other command.

Example:

FR 7000SM PL - Marker set to frame 7000. Begin playing.

180SP MF - Execute x3 forward Multi-Speed... still looking for frame 7000.

PL - Back to Play mode until frame 7000 is finally reached.

Video Control (VD)

The Video Control command can turn off the video signal, showing you the blue screen. This is useful when you wish to hear audio alone. Some videodiscs have sound effects compilations and small musical interludes while the accompanying video is not related to the material at all. You could use Video Control to turn off the accompanying video.

When you set the register to 0, the picture is shut off, regardless of what state your player is in. The default setting is 1 (video is on, with the blue screen controlled by the player).

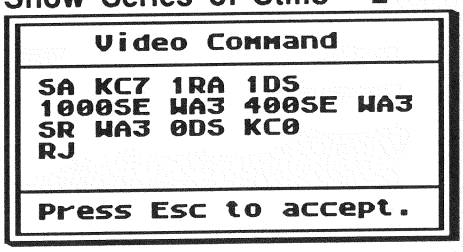
Example:

0VD - Video Switch is off; (the Blue Screen is forced on).

Sample Advanced Command Boxes

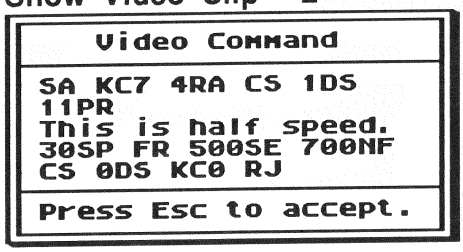
Below are several sample command boxes using advanced commands that you could use when setting the button information for a video control button. Beside each is a description of the actions it will produce on your screen. Notice how space is saved within the boxes by eliminating any spaces between a command and its necessary parameter (number). Each of these samples assumes that Key Color on the OPTIONS MENU of your *HyperScreen* program is set to None.

Show Series of Stills - 2



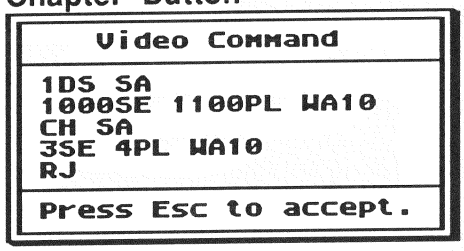
This will:
Start player, turn off computer graphics, display frame number on screen, show images at frames 1000, 400, and 399 for 3 seconds each, turn frame display off and computer graphics on, stop player.

Show Video Clip - 2



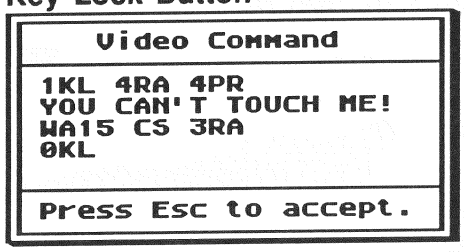
This will:
Start player, turn off computer graphics, turn off cleared user display, print message on line 11, play frames 500-700 at half speed, reset display, stop player.

Chapter Button



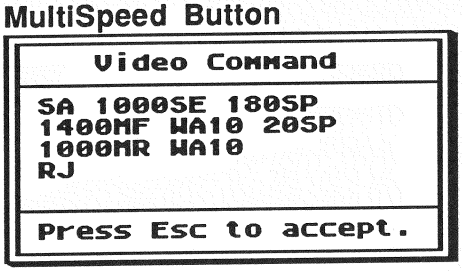
This will:
Turn on display, start disc, search for frame/time 1000, play until frame/time 1100, wait 10 seconds, toggle chapter on, jump back to beginning of disc, search for chapter 3, play until chapter 4, wait 10 seconds, stop player.

Key Lock Button



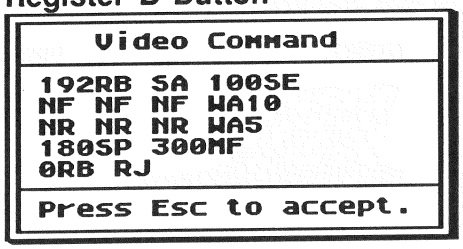
This will:
Turn on Key Lock, turn on the display, set Register A to display user's portion only, go to line 4 and print "You can't touch me!", wait 15 seconds, clear screen, set Register A to its default (3), turn off Key Lock.

MultiSpeed Button



This will:
Start player, search for frame 1000, set speed to 3 times fast, play multi-speed forward until frame 1400, wait 10 seconds, set speed to 3 times slow, play multi-speed reverse until frame 1000, wait 10 seconds, stop player.

Register B Button



This will:
Set Register B to turn off both audio and video squelch, start disc, search for frame 100, scan forward 3 times, wait 10 seconds, scan backwards 3 times, set speed to play 3 times as fast, multi-speed forward until frame 300, set Register B to default (0), stop player.

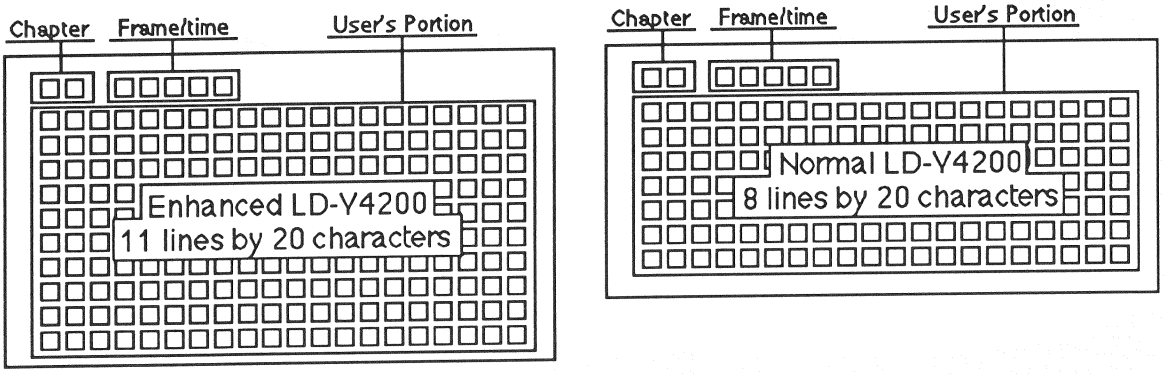
GLOSSARY

CAV Format A videodisc that is formatted using a technique called Constant Angular Velocity. These discs allow single picture viewing and are limited to 30 minutes per side. Some commands are specific to this format. This is also known as standard play format.

Chapters Sections of a videodisc (similar to chapters in a book) which are cited for their relevance to the videodisc as a whole. A play, for example, might have chapters for the beginning of each act. This eliminates the need to memorize large frame or time numbers.

CLV Format A videodisc that is formatted using a technique called Constant Linear Velocity. Although this format does not support single pictures, it allows up to one hour per side of a videodisc. Due to its format, however, some commands do not support CLV discs. Also known as extended play format.

Display Area The area on the screen that the videodisc player uses to display information relevant to the disc, i.e. the Frame number, the Time number, the Chapter number. It also contains the user's portion, an 8 or 11 character tall by 20 character wide section of the screen that you can place text on (see Print, Clear Screen, and Register A under Advanced Commands). This is built into the player itself. See your operating instructions to determine whether your player displays 8 or 11 lines. In order to see the full Display Area, turn off your player and set function switch eight on the front panel to the down position. When you turn the player back on you should see the display area filled with every character it supports. Make sure to turn the player off and set function switch eight back to its default up setting in order to use it normally.



Frames Applicable only to CAV videodiscs, frames are the individual pictures on a disc, similar to frames on a film strip. They can be viewed individually or at speeds many times slower or faster than normal, in either forward or reverse directions.

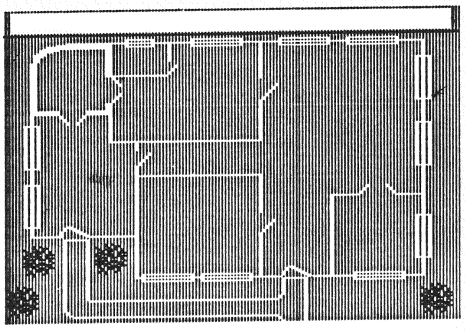
Register A register can be best thought of as an electronic "box" inside the player where certain values are stored for later retrieval or reference. The speed register, for example, is a "box" that holds the value for determining how fast or how slow the disc will go when Multi-Speed is executed. You can change the value in the "box" using the Speed command and thereby change the rate at which Multi-Speed will play the disc. The contents of this "box" will remain the same unless specified otherwise. Turning off the player restores the original value within a register.

Time Code Applicable only to CLV videodiscs, time code, or more simply time, is the amount of elapsed time from the beginning of a disc. It is specified in hours, minutes, and seconds.

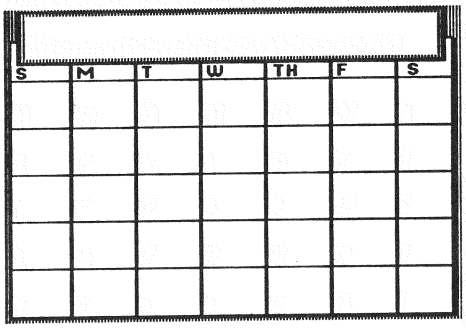
APPENDIX B

Graphic Backgrounds, Clip Art, Fonts, Borders, Sound

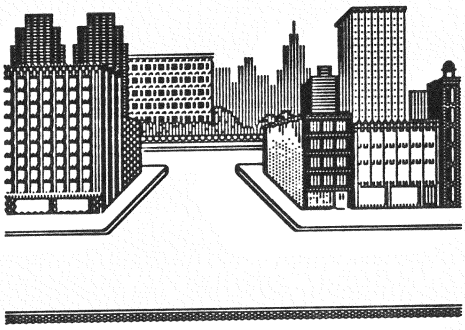
Graphic Backgrounds (Disk B, Side 1)



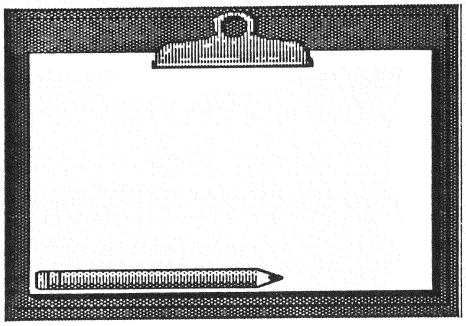
BLUEPRINT



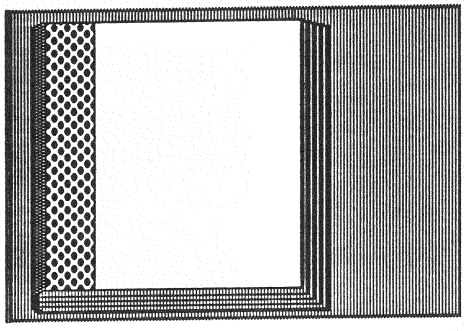
CALENDAR



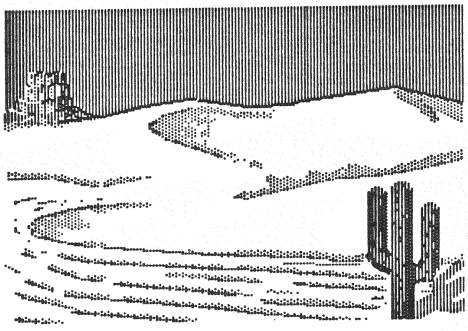
CITY



CLIPBOARD

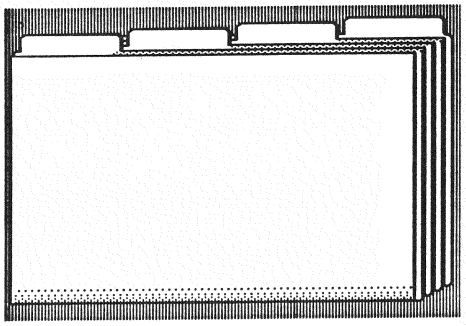


CLOSED.BOOK

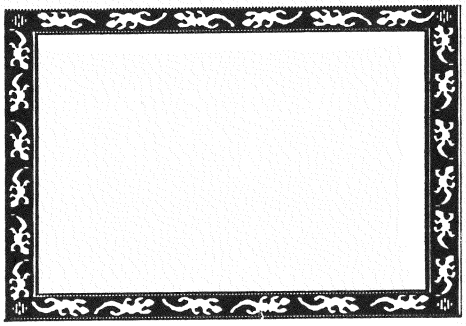


DESERT

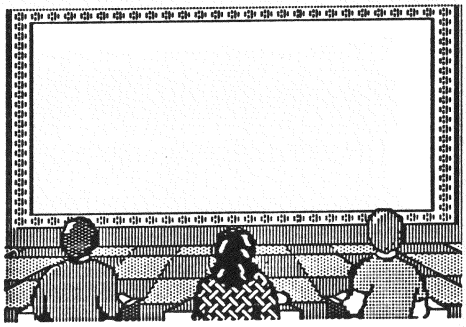
Graphic Backgrounds cont'd.



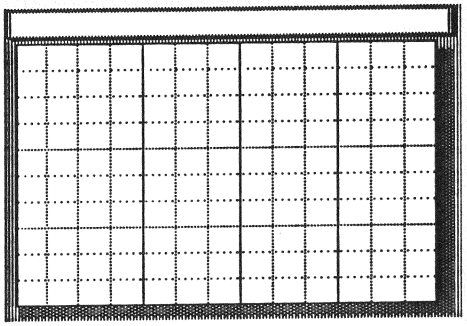
FOLDER



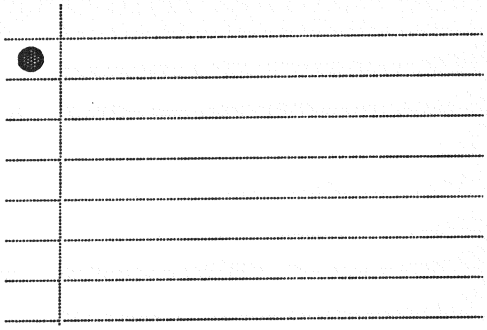
FRAME



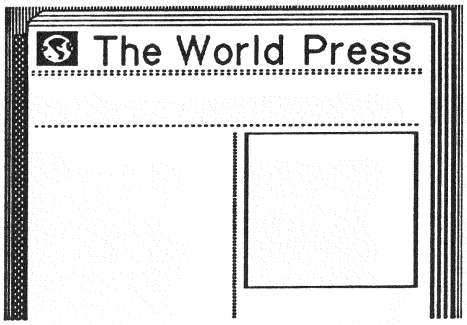
GAMESHOW



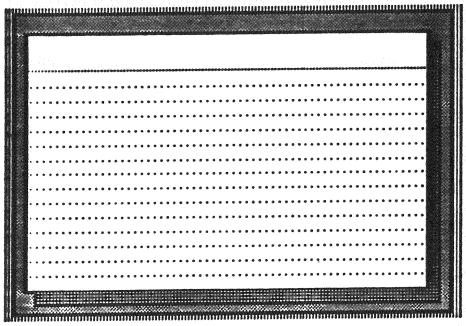
GRAPH



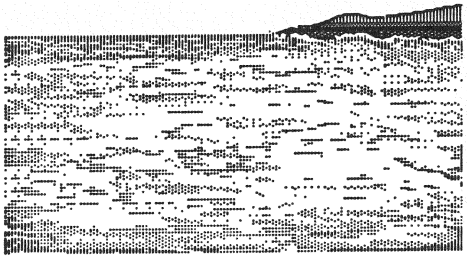
LINED.PAPER



NEWSPAPER

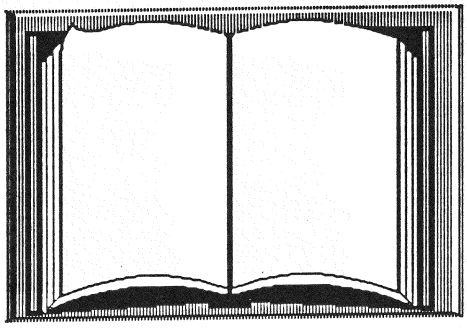


NOTECARD

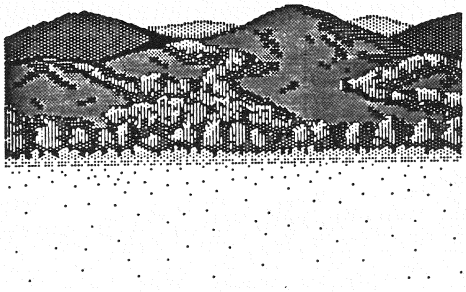


OCEAN

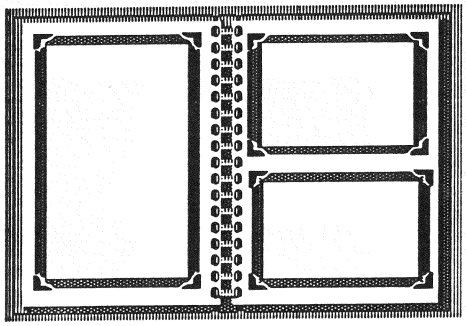
Graphic Backgrounds cont'd.



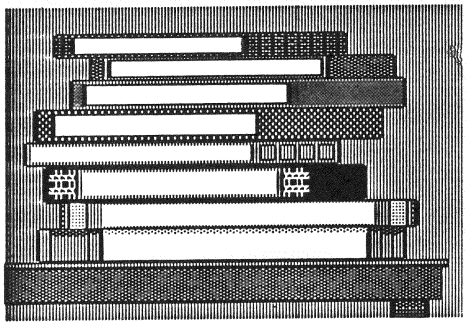
OPEN.BOOK



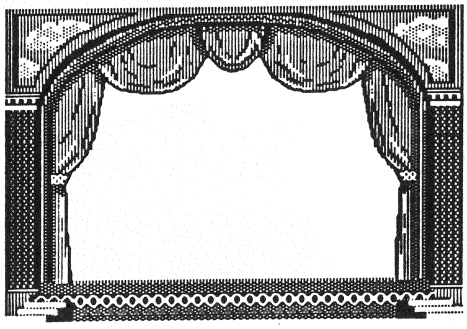
RURAL



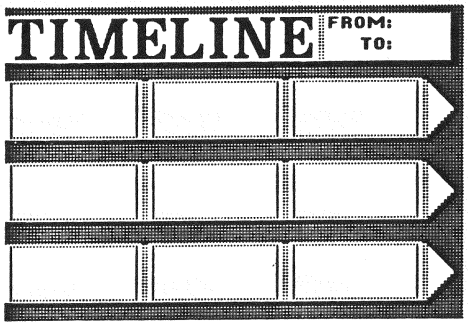
SCRAPBOOK



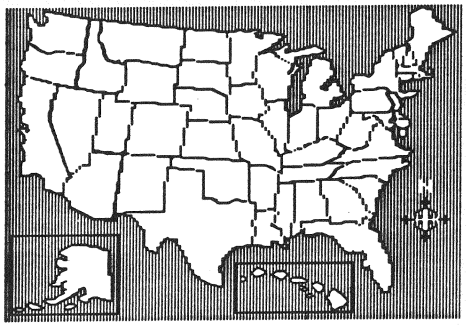
STACK.OF.BOOKS



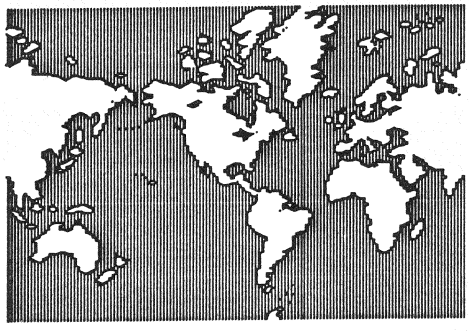
STAGE



TIMELINE



US.MAP



WORLD.MAP

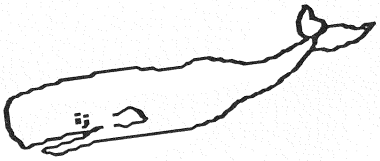
Clip Art

CAT

DOG

FISH

LIZARD


WHALE

Animals

OUTLINE.HOR.LG

OUTLINE.HOR.SM

OUTLINE.VER.LG

OUTLINE.VER.SM

RETURN.LG

RETURN.SM

SOLID.HOR

SOLID.VER

SPECIAL.HOR

SPECIAL.VER

Button.Icons/ Arrows

BROWSING

POINTING.LG

POINTING.SM

STOPPING

THUMBING

WRITING

Button.Icons/ Hands

Clip Art cont'd.

BLOCK.DARK

BLOCK.LIGHT

COTTAGE

THREE.BEDROOM

Button.Icons/ Home

POINTING

SHOWING

STANDING

Button.Icons/ Figures

BELL

BOOK

EARTH

FILM.CLIP

GLOBE

MAGNIFYNG.GLASS

MEMO

MUSIC

NEWSPAPER

SEEING.EYE

SLIDE

SOUND

TELEVISION

VIDEODISC

VIEWER

Button.Icons/ Information

CALENDAR

CONTENTS

HELP.LG

HELP.SM

INDEX

MENU

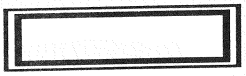
STOP

ZOOM.IN

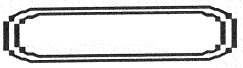
ZOOM.OUT

Button.Icons/ Organization

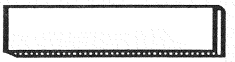
Clip Art cont'd.



RECT.OUTLINED



RECT.ROUNDED



RECT.SHADOWED

ROUND.BUTTON.1

ROUND.BUTTON.2

SQUARE.BUTTON

Button.Shapes

CITY

CLOUDY

COMPASS.ROSE

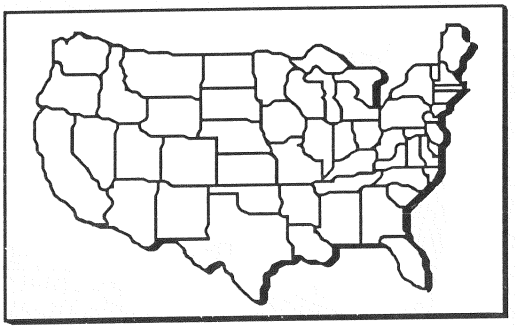
FACTORY

MINE

RAINY

SNOWY

SUNNY



USA.48.STATES

WORLD.MAP

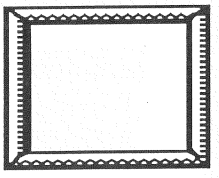
X.MARKS.SPOT

Maps

COMPUTER

DISK.3.5

DISK.5.25



PICTURE.FRAME

STILL.CAMERA

VIDEO.CAMERA

Miscellany

Clip Art cont'd.

BABY

BOY.POINTING

CHILD.WITH.DOG

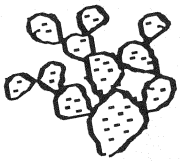
GIRL.WHEELCHAIR

GIRL.WITH.BOOK

MAN

WOMAN

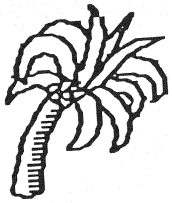
People



CACTUS

FIR.TREE

FLOWER



PALM.TREE

SAGUARO

Plants

BUS

CAR

PLANE

SHIP

TRAIN

TRUCK

Transportation

Fonts (Disk B, Side 2)

Future.15

Orpheum.24

Lyric.18

Plaza.12

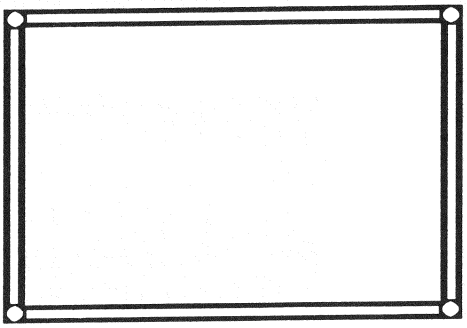
Orpheum.12

Plaza.24

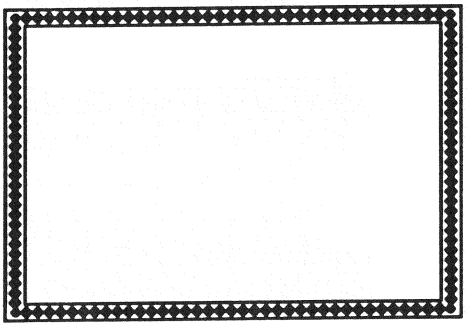
Orpheum.18

Rialto.18

Borders

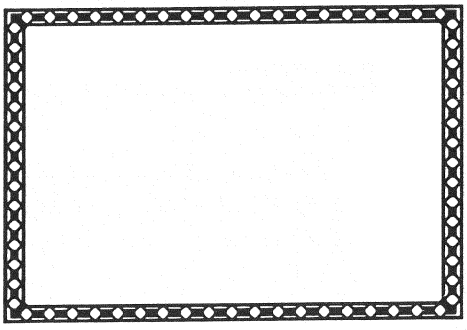


BALL.LINE



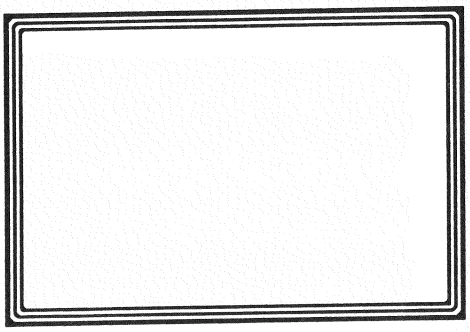
BAR.DIAMOND

CHECKERS

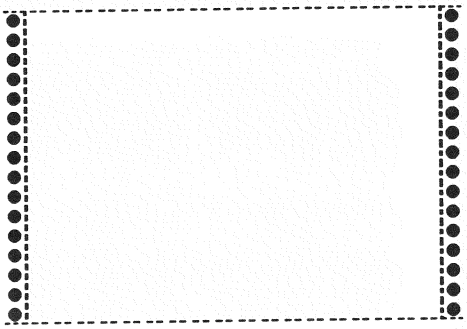


CIRCLE.BOX

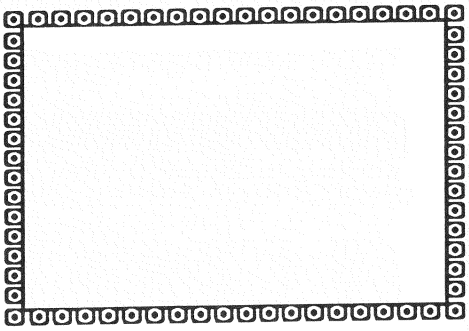
Borders cont'd.



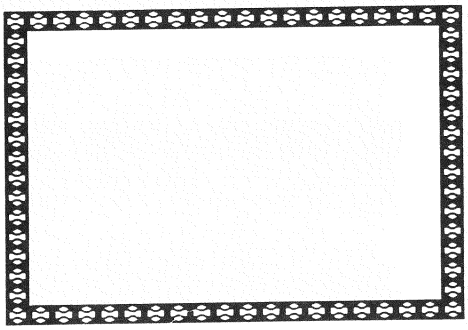
CLASSIC



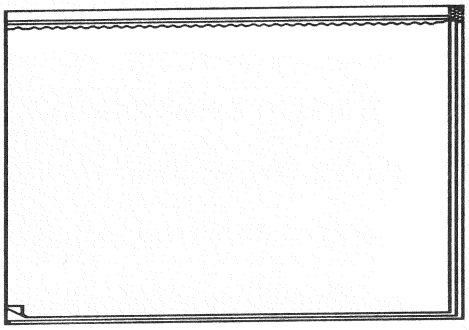
COMPUTER.PAPER



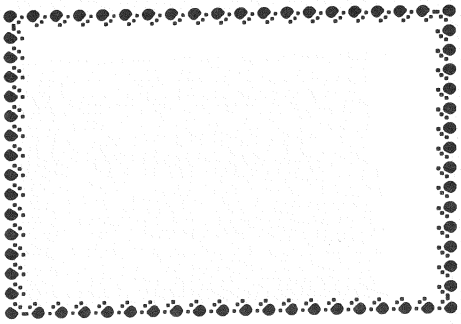
DECO



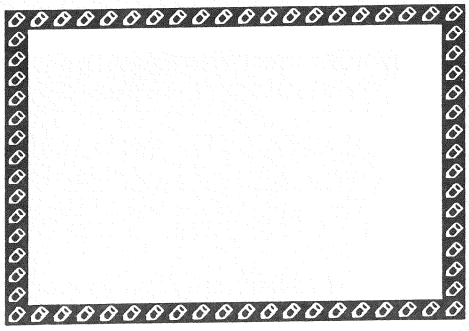
MARQUEE



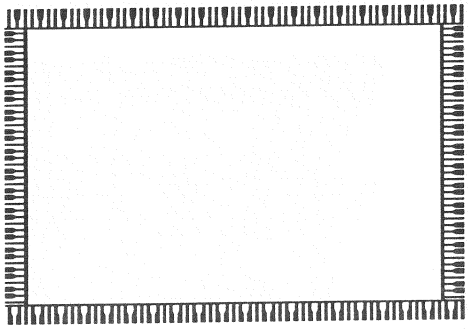
MEMO.PAD



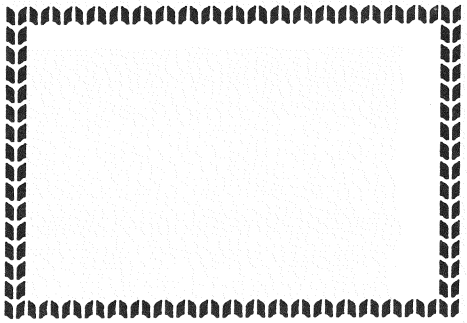
PAWS



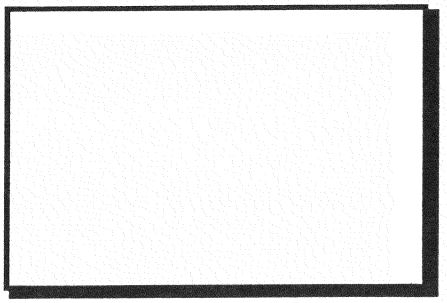
PENCILS



PIANO



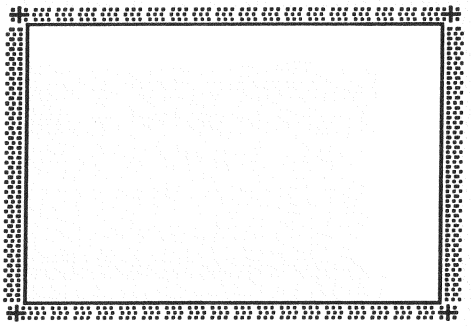
SCHOOL.BOOK



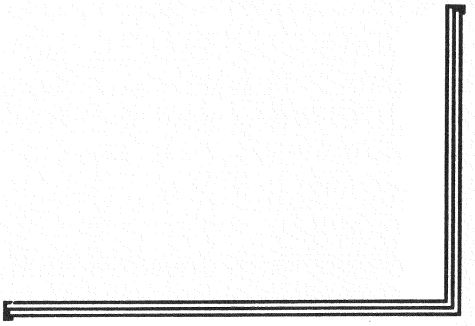
SHADOW

SPIRAL.1

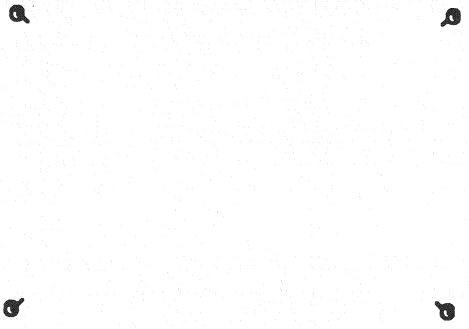
SPIRAL.2



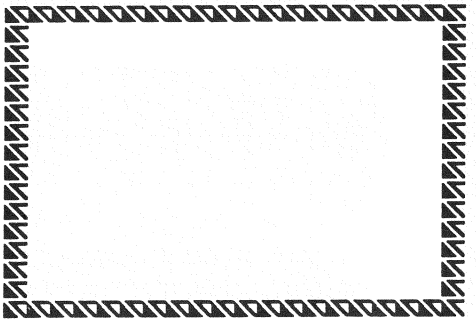
SPOTS



STACK.OF.PAPER



THUMB.TACKS



TRIANGLE

Sound

BACH.INTRO
BRANDENBURG
BROWSING
CALL.TO.RACES
CHARGE
DIRGE
EXHIBITION
FAIRY.MUSIC
FANFARE
FIFTH
FUR.ELISE
GREAT.BOOKS
INDIAN.THEME
INVENTION.8
JESU.JOY
MAGIC
MOZART.INTRO
ROCKNROLL
THE.END
THE.TRUTH
TRAFFIC
VOLGA
WILLIAM.TELL
YELLOW.ROSE.TXS
ZARATHUSTRA

Music

BIRD.CHIRPING
BUMP
BUZZER
CAT.MEOWING
DOG.BARKING
DOODLE.UP
DRUMS
FUTURE.LAB.1
FUTURE.LAB.2
HEARTBEAT
KNOCKS
LAB.CRACKLE
MAGICAL
MORSE.CODE
MOVIE.BOARD
OOPS
PAUSE.2.SECOND
PAUSE.5.SECOND
PAUSE.10.SECOND
POINT1
POINT2

Sound.Effects

Sound cont'd.

		TELEPHONE
POINT3	SHOOTING.STARS	TICK.TOCK
POINT4	SIREN	TRAFFIC.SOUNDS
POINT5	STATIC	WIND.HOWLING
QUEEP	SWOOP.DOWN	ZAP
RUSHING.WATER	SWOOP.UP	ZWIT

Sound Effects cont'd.

ATTENTION	SORRY
CONGRATULATIONS	SORRY.WRONG
CORRECT	THATS.NOT.RIGHT
GOOD.WORK	THATS.RIGHT
GOODBYE	THE.END
HELLO	TRY.AGAIN
INCORRECT	VERY.GOOD
PRESENTING	

Speech

APPENDIX C

Educator's Guide to Software Copyright Policies and Ethics

Scholastic believes educators are committed to protecting the intellectual property rights of software authors and publishers. At the same time, we have heard from many of you that copy protection code often inconveniences or impedes the legitimate use of our software.

Beginning August 1, 1989, we have taken the extraordinary step of publishing ALL new Scholastic software without any copy protection code and have even removed such code from our major products published before that date. For your further convenience and cost savings, we are also offering customized lab packs and site licenses for these products. We hope other publishers will soon follow our lead in saying to educators: "You trust us; we trust you."

The following policies and procedures have been developed to protect the copyrights of Scholastic and its authors while at the same time providing educators with the greatest possible convenience when using Scholastic software. These policies are consistent with the 1987 Statement on Software Copyright issued by the International Council for Computers in Education (ICCE). Relevant sections from that document and a model copyright policy from the New York City Board of Education are included for your reference.

Scholastic Software Copyright Policy

I. All Scholastic non-copy protected software packages consist of one Archival disk or set of disks, a Legal Copy label for each disk, and appropriate documentation. No back up disk(s) are included since the Archival disk(s) will be the back up(s) once Legal Copies are made.

II. As with all Scholastic software, non-copy protected programs may be evaluated **FREE** for up to 30 days. During that time, the user MAY NOT make copies of any disks or documentation.

III. If the customer decides to purchase the software, the enclosed Software License and Warranty Agreement **MUST** be filled out and returned to Scholastic.

IV. The user **MUST** then use the Archival disk(s) to make one and only one Legal Copy of each Archival disk, for use at any one time.

V. Each Legal Copy disk **MUST** be labeled with the Scholastic Legal Copy label on which the user has entered the serial number provided on the Software License and Warranty Agreement.

VI. **ONLY** the Legal Copy may be used for educational purposes. The Archival disk **MUST** be stored, to be used again ONLY to recopy the program if the Legal Copy becomes defective.

VII. Under **NO** circumstances may the Legal Copy be used to make additional copies.

VIII. Schools needing multiple copies of a Scholastic program **MAY** either buy multiple Legal Copies in the form of Customized Lab Packs or purchase a Site License, which entitles them to make unlimited Legal Copies for use within a designated school.

IX. Under Scholastic's unique LIFETIME WARRANTY, if the Archival disk or the Legal Copy disk itself becomes defective, it may be returned to Scholastic for a free replacement. No questions asked. No shipping or handling charge. However, please note that to be eligible for this Warranty, the customer **MUST** have filled out and returned to Scholastic the Software License and Warranty Agreement.

X. Customers currently owning copy protected versions of titles that will now be published without copy protection code are entitled to purchase non-copy protected Legal Copies at low Customized Lab Pack prices. With such a purchase, the customer may also request the Archival disk(s) to be used to recopy the program, in case of Legal Copy disk failure.

XI. Scholastic programs are **NOT** to be loaded into more than one computer at a time, unless a Network License has been purchased from Scholastic. This restriction includes hard disk based networks, floppy disk based networks, and any and all multi-loading devices.

XII. Many Scholastic programs have been designed to be RAM-resident so that they can be removed from computers equipped with only a single disk drive, freeing the disk drive for graphics, data, or spell checking disks. These programs are **NOT** intended to be multiloaded. We believe multiloading to be an educationally, economically, and legally unsound practice. It wastes valuable instructional time, may limit access to program options that are not wholly RAM-resident, and often leads to premature disk failure. Moreover, it violates the copyrights of our authors and is inconsistent with the rest of our Software Copyright policies which prohibit unauthorized copying, whether the copy is a temporary one (in RAM) or a permanent one (on disk).

We believe the policies listed above will serve the best interests of our customers, our authors, and the field of educational computing.

Excerpts From The 1987 Statement on Software Copyright: An ICCE Policy Statement

The following recommendations and guidelines were approved by the Board of Directors of ICCE in January 1987, after having been developed by the 1986 ICCE Software Copyright Committee

ICCE Suggested Software Use Guidelines

The 1976 U.S. Copyright Act and its 1980 Amendments remain vague in some areas of software use and its application to education. Where the law itself is vague, software licenses tend to be more specific. It is therefore imperative that educators read the software's copyright page and understand the licensing restrictions printed there. If these uses are not addressed, the following Guidelines are recommended. These Guidelines do not have the force of law, but they do represent the collected opinion on fair software use by nonprofit educational agencies from a variety of experts in the software copyright field.

Back-up Copy: The Copyright Act is clear in permitting the owner of software a back-up copy of the software to be held for use as an archival copy in the event the original disk fails to function. Such back-up copies are not to be used on a second computer at the same time the original is in use.

Multiple-loading: The Copyright Act is most unclear as it applies to loading the contents of one disk into multiple computers for use at the same time. In the absence of a license expressly permitting the user to load the contents of one disk into many computers for use at the same time, it is suggested that you not allow this activity to take place. The fact that you physically can do so is irrelevant. In an effort to make it easier for schools to buy software for each computer station, many software publishers offer lab packs and other quantity buying incentives. Contact individual publishers for details.

Local Area Network Software Use: It is suggested that before placing a software program on a local area network or disk-sharing system for use by multiple users at the same time, you obtain a written license agreement from the copyright holder giving you permission to do so. The fact that you are able to physically load the program on the network is, again, irrelevant. You should obtain a license permitting you to do so before you act.

Model District Policy on Software Copyright

The following model policy was developed by the ICCE Software Copyright Committee which recommended that school districts approve a policy along these or similar lines.

It is the intent of [district] to adhere to the provisions of copyright laws in the area of microcomputer software. It is also the intent of the district to comply with the license agreements and/or policy statements contained in the software packages used in the district. In circumstances where the interpretation of the copyright law is ambiguous, the district shall look to the applicable license agreement to determine appropriate use of the software [or the district will abide by their own approved software use guidelines].

We recognize that computer software piracy is a major problem for the industry and that violations of copyright laws contribute to higher costs and greater efforts to prevent copying and/or lessen incentives for the development of effective educational uses of microcomputers. Therefore, in an effort to discourage violation of copyright laws and to prevent such illegal activities:

1. The ethical and practical implications of software piracy will be taught to educators and school children in all schools in the district (e.g., covered in fifth grade social studies classes).

2. District employees will be informed that they are expected to adhere to section 117 of the 1976 Copyright Act as amended in 1980 governing the use of software (e.g., each building principal will devote one faculty meeting to the subject each year).

3. When permission is obtained from the copyright holder to use software on a disk-sharing system, efforts will be made to secure this software from copying.

4. Under no circumstances shall illegal copies of copyrighted software be made or used on school equipment.

5. [Name or job title] of this school district is designated as the only individual who may sign license agreements for software for schools in the district. Each school using licensed software should have a signed copy of the software agreement.

6. The principal at each school site is responsible for establishing practices which will enforce this district copyright policy at the school level.

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Scholastic recommends that school districts post a summary of the key points of their Copyright Policy wherever computers are in use in district buildings. For example, the New York City Board of Education prints the following information on a large poster that is posted conspicuously in every computer room, and next to computers that are available for staff and student use.

Copyright Law Restated
New York City Board of Education
Division of Computer Information Services
Office of Technical Assistance and Support
131 Livingston Street
Brooklyn, N.Y. 11201

SOFTWARE POLICY

1. Duplication of copyrighted software is prohibited, except for a single Archival copy not to be used simultaneously with the original.

2. School computers may not be used to illegally duplicate copyrights software.

3. The school must contact software publishers to obtain written permission and procedures for making back-up and multiple copies, other than a single Archival back-up.

4. The school must obtain written permission from the publisher to download or network programs to other microcomputers.

5. The use of illegally duplicated software, however obtained, is prohibited in all Board of Education facilities.

6. The school must obtain the written permission of the publisher to use the original software and its back-up simultaneously.

7. The Principal of each school is responsible for establishing practices which will enforce this policy on the school level.

8. This policy should be posted conspicuously in every computer room, and next to computers that are available for staff and student use.

9. Violators of this software policy will be subject to disciplinary action.

These regulations are applicable to all Board of Education facilities.

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